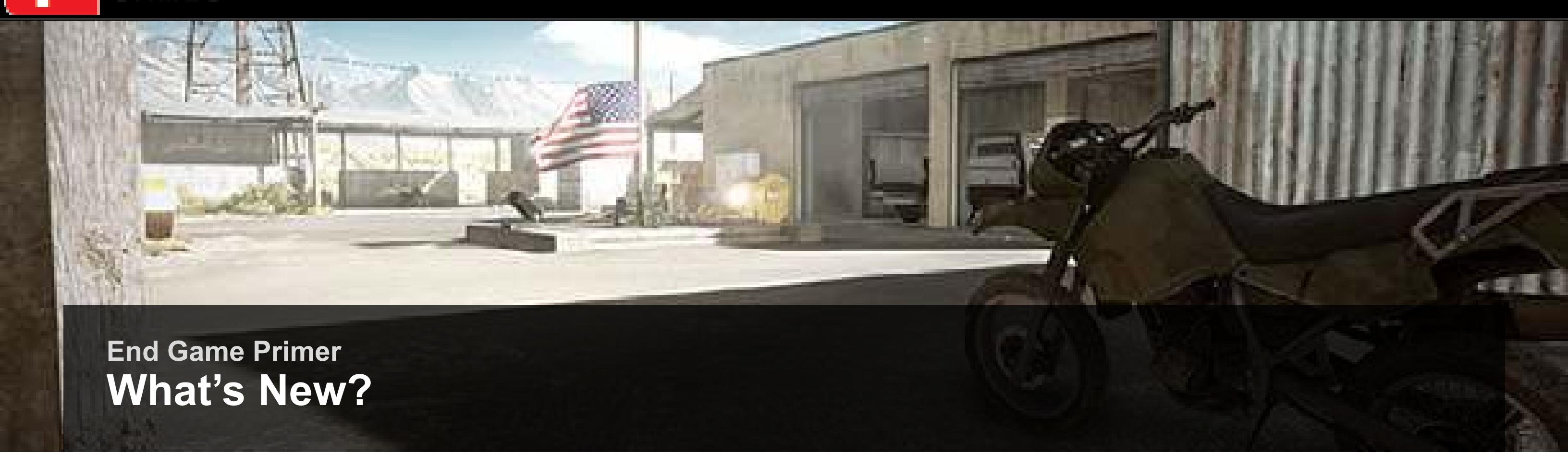


End Game Primer

What's New?

What's New?

The Battlefield 3: End Game expansion pack brings frenetic action back to the battlefield, bringing to the fray four new maps, three new vehicles, and two new game modes, as well as the addition of the dropship (a variant of the AC130 presented in Armored Kill) with the ability to deploy IFVs in the field. Let's take a moment to observe these new features and their significance in the battlefield.

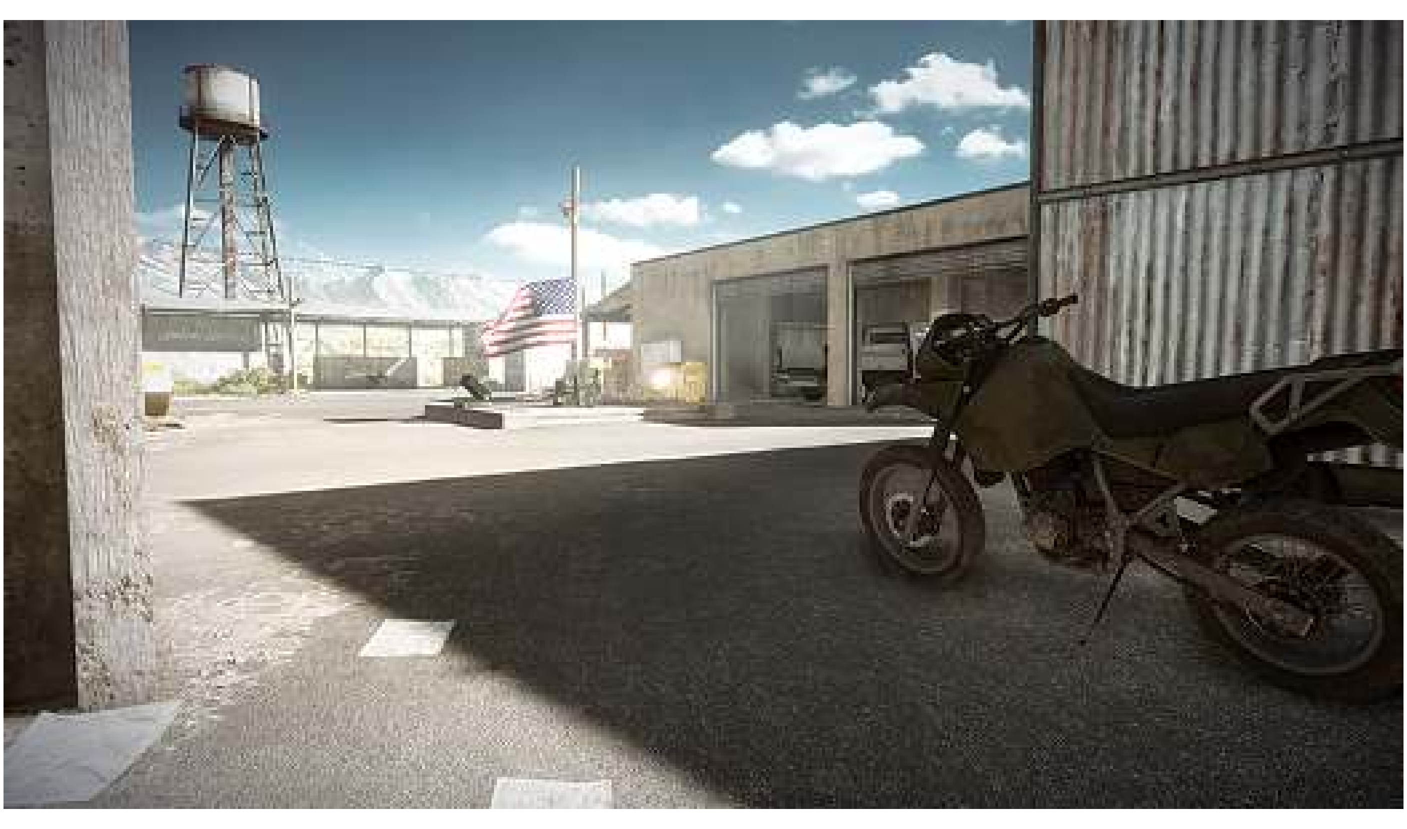
New Maps

Intense and frenzied combat has always been a staple of the Battlefield experience and the four new maps found in End Game certainly guarantee that. These new theaters of operation vary from dusty and sun-parched farmland—complete with a dilapidated warehouse and stables—to a snowy, mountainous landscape that a large oil refinery calls home. While these new environments are perfectly suited to armored combat, these maps really shine when you make use of the newest addition to the motor pool: dirtbikes. Strewn throughout the maps are plenty of opportunities to use these swift, maneuverable vehicles, including makeshift ramps that can be used to set up an ambush on unsuspecting hostiles or to make a quick escape, should you find yourself staring down the cannon of a tank. In the Multiplayer Maps chapter, recon regarding each of these maps, as well as their key strategic elements and objectives that can turn the tide of a battle are covered in detail.

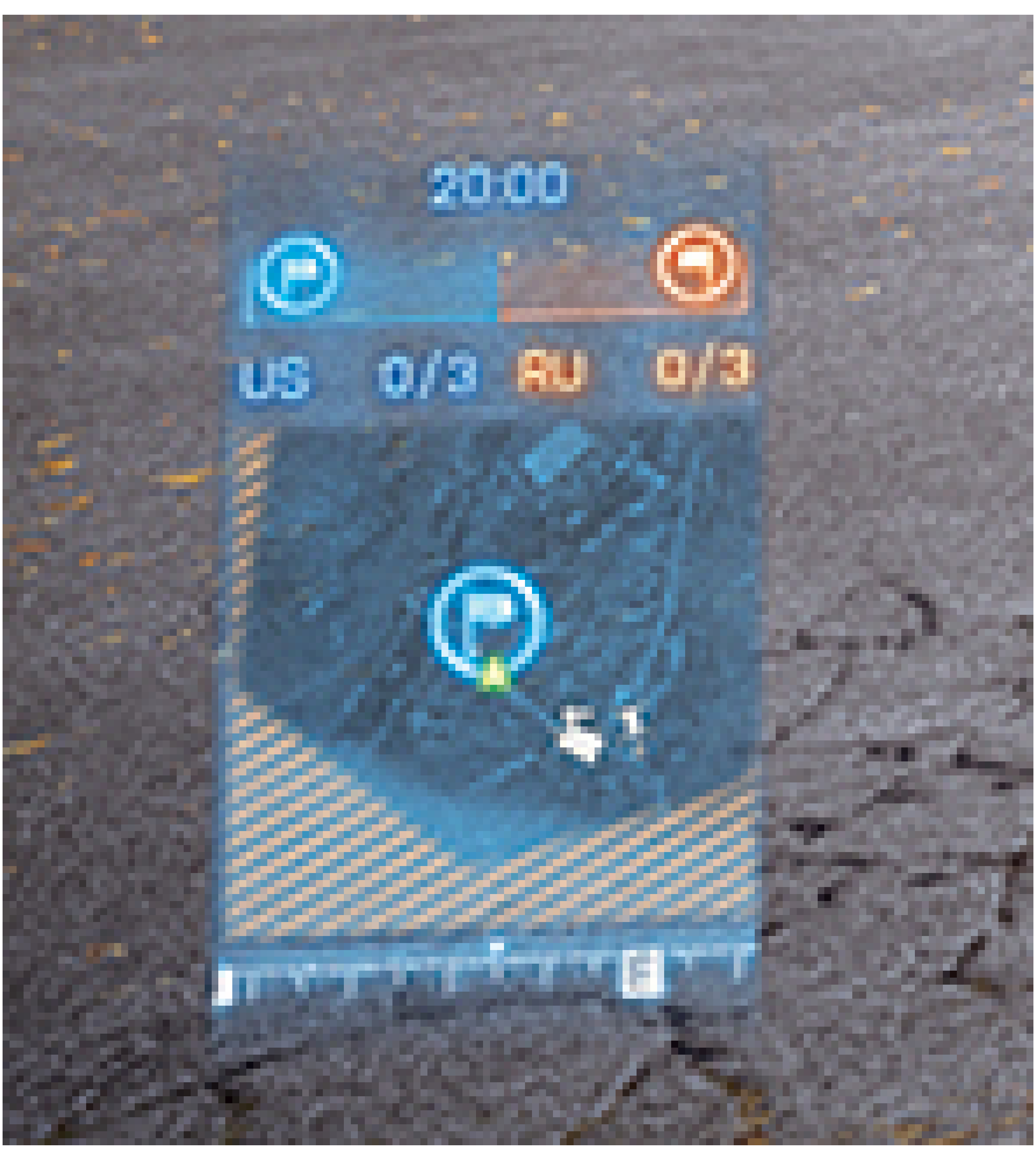
Air Superiority

Originally introduced as a game mode in Battlefield 1943, End Game presents the return of large-scale air combat. In Air Superiority, two teams of twelve with only jets at their disposal battle for control of three objectives. These objectives, in the form of indestructible white airships, remain stationary at varied elevations over the map. Once a team holds a majority of the objectives, the opposing team will begin to lose tickets until one of the teams has been depleted of them. Another way to deplete the number of tickets held by an opposing team is to earn kills by shooting down hostile aircraft, as each kill depletes the enemy tickets by one. Objectives are captured in the same manner as a flag while in conquest, except that their capture range is a 230 meter radius surrounding the airship. Establishing wingmen and maintaining contact with them is essential to the capture and control of objectives, as well as preventing deaths at the hands of the enemy. In contrast to the Air Superiority mode previously presented in Battlefield 1943, this time around players spawn into their vehicles while airborne, with no ability to escape from the cockpit due to an ejection seat malfunction. This malfunction ups the ante significantly, as the only hope of repairing a vehicle is through the use of an extinguisher. Preparation of an efficient loadout and teamwork is vital in surviving these fast-paced dogfights.

Capture the Flag

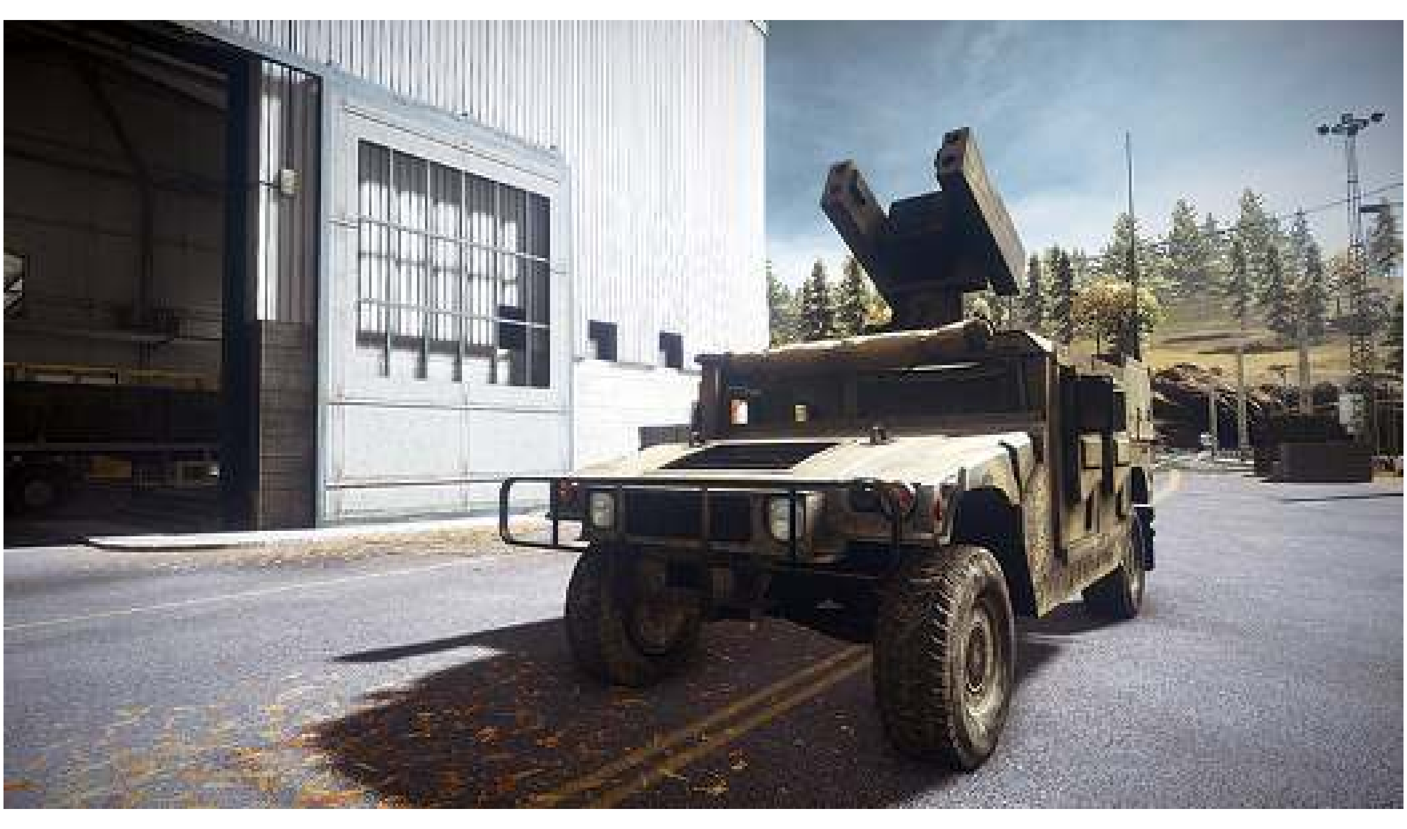


End Game sees the return of another classic game mode, Capture the Flag. Taking place on versions of the maps with tighter boundaries and bases that both teams can access, the objective of this game mode is to acquire the enemy's flag, which is located at their base, and deliver it to your own. The first team to successfully capture three enemy flags, or that has captured the highest number of flags, when the timer runs out wins the round. In the event that both teams have captured an equal number of flags when the timer runs out, the highest cumulative score of each team will be compared, and the highest scoring team is the victor. In the rare occasion that both teams' score is equal when the timer runs out, the victory will be given to the US team by default.



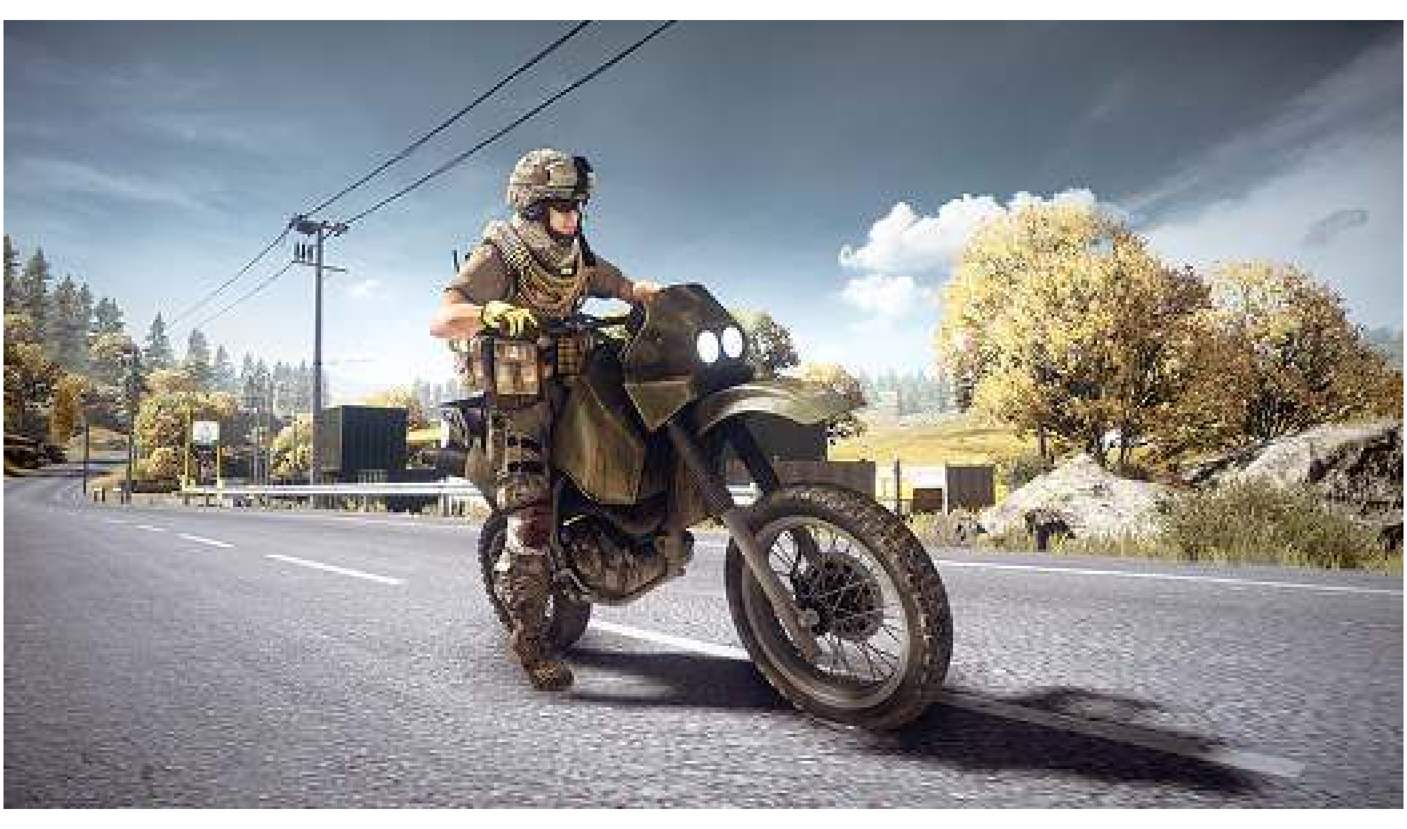
To keep track of the mayhem, displayed above the minimap is a timer, indicating the remaining time for the round, as well as a count of how many flags are held by each team. Another important element displayed above the minimap is a flag gauge; this gauge indicates the distance a flag is from its home or enemy base. Vehicles play an important role in capturing and defending flags. Both teams begin each round with a tank, an anti-aircraft vehicle, a helicopter, and dirtbikes, with additional vehicles located within a centralized location on the map. Despite having this assortment of vehicles, players must exit them to capture a flag, and the same is true when delivering an opposing team's flag to your base. Once captured, the flag can then be taken into a vehicle to quickly return it to your own base. Keeping this in mind, having a helicopter within the area to pick up a flag carrier greatly assists in the capture of an enemy flag. Should this be the method that the enemy is using against you, be sure to make use of the anti-aircraft vehicles to keep enemy helicopters at bay. If a flag carrier is killed, the flag will remain in the position on the map where the soldier fell for a brief period or until it is reclaimed by a friendly or opposing team's soldier. Should the former happen the flag will then return to its base.

Anti-Aircraft Vehicles

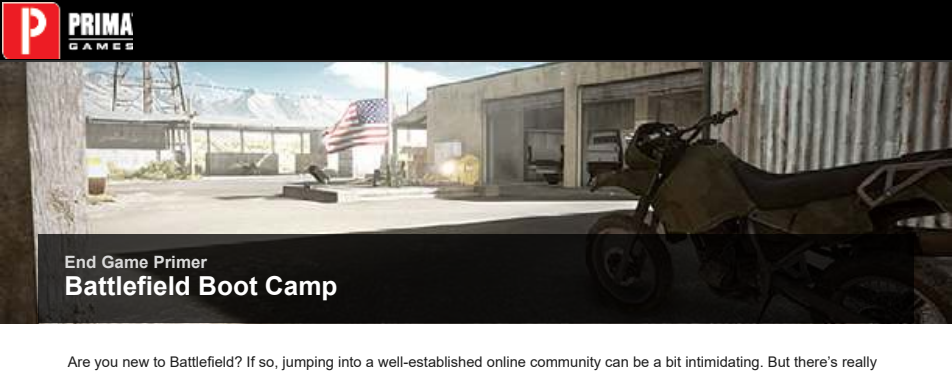


The ASRAD and Vodnik AA are armored jeeps that have been outfitted with anti-aircraft cannons. Both of these vehicles can carry up to four persons, including the driver. One of the vehicle seats places the passenger in command of the roof-mounted cannon that fires a lockable, short-range rocket that makes quick work of any aircraft—including the dropship. Should the vehicle be attacked by ground forces, the roof-mounted cannon can fire unguided shells to make quick work of foes. These vehicles are maneuverable, but not the fastest or most armored, so avoid engaging in a direct firefight with attack helicopters and tanks. Aside from their efficient firepower, these vehicles are useful for transporting troops around the battlefield.

Dirtbikes



An exciting addition to the battlefield this time around are dirtbikes. These nimble and easily underestimated vehicles are perfectly suited for navigating the terrain of the new End Game maps. While not armored or equipped with weapons, the ability to sit two people per dirtbike makes them excellent in the placement of mines or C4 while in motion. With none of the other vehicles able to match their speed, these are very useful for scouting or dropping off recon squad mates at their favorite sniper perches before the enemy has the chance to encamp at an objective.

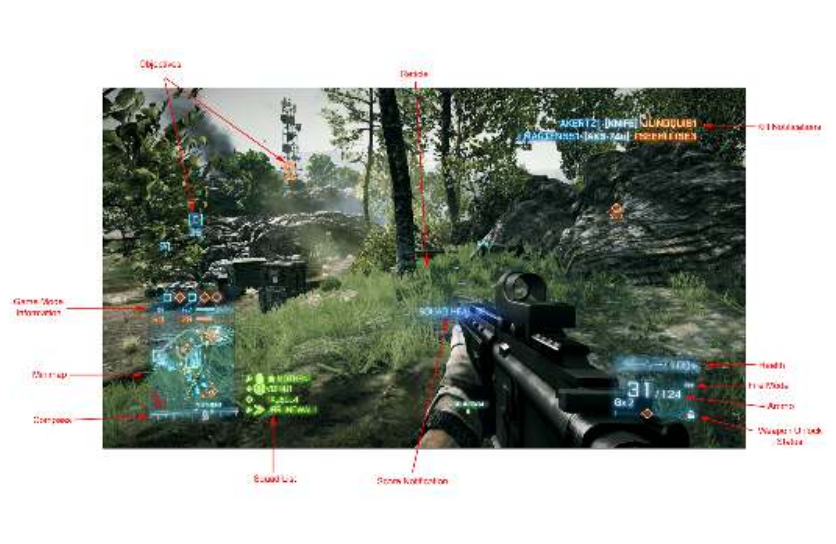


End Game Primer

Battlefield Boot Camp

Are you new to Battlefield? If so, jumping into a well-established online community can be a bit intimidating. But there's really nothing to fear. Regardless of your experience or skill level, there is a role for everyone in Battlefield. In fact, this is one of the only online shooters where you can post a big score without even firing a single bullet. In this section, we cover basic gameplay mechanics and offer some helpful tips to assist you during your online career.

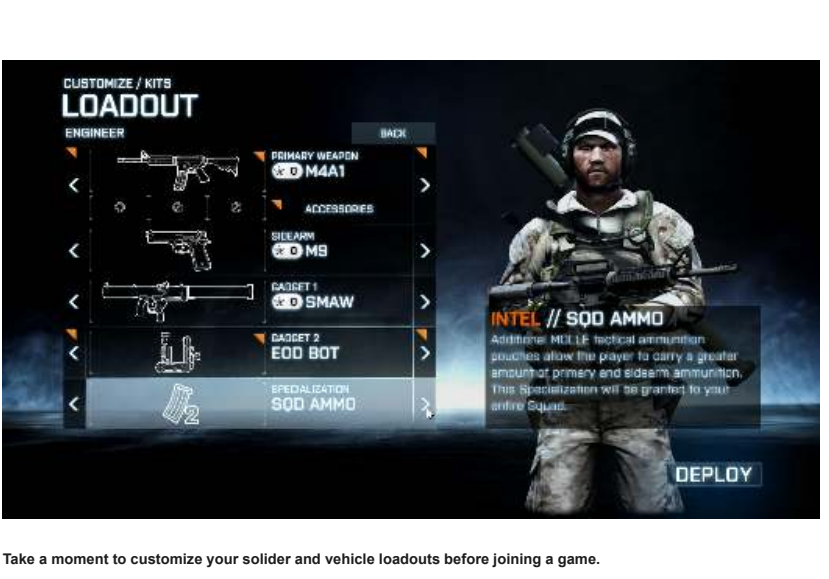
Interface



The heads-up display, or HUD, is the way that vital information is displayed on your screen. None of the items on your HUD are there for aesthetics. They are there to help you accomplish your objectives and keep you alive. Here's a brief explanation of every item on the HUD.

- **Reticle:** The reticle is the aiming point for your selected weapon and is always located in the center of the screen. To hit a target, place the reticle over it and fire. The reticle makes changes based on the weapon you're using. When firing at an enemy, watch for diagonal lines flashing around the perimeter of the reticle. This bloom animation means you are hitting the target. This is especially useful when making long-range shots.
- **Minimap:** Located in the screen's bottom left corner, the minimap provides a top-down, 360-degree view of the environment through which you are moving. The minimap rotates as you change direction so that the top of the minimap is always the direction you are currently facing. In addition to showing the terrain, the minimap also shows the location of all detected enemies as red triangles or red vehicle icons. Teammates show up as blue icons while squad members are green. Empty vehicles are represented by white icons.
- It is a good idea to constantly refer to the minimap to keep track of all detected enemies. Even if you can't see them visually, the minimap lets you know where they are located, whether behind a hill or inside a building. Finally, red and blue diamond icons show you the location of objectives—these same objective icons also appear on the HUD. The color of the ground on the minimap also has meaning. The red shaded terrain is out of bounds. If you move into this area, you have 10 seconds to get back on the map or else you will die.
- Compass: The compass is located just beneath the minimap and shows the direction you're currently facing.
- Game Mode Information: The icons and meters above the minimap relate to the current game mode. The diamond-shaped icons represent control points in Conquest mode and M-COM stations in Rush mode. The two meters below these icons track how many tickets each team has.
- Objectives: The square and diamond-shaped icons on the HUD represent objectives. Blue square icons are held by your team while red diamond icons are held by the opposing team. Beneath each of these icons is a number showing the distance to each objective in meters.
- Health: By default, your health is at 100 percent. But if you take damage, your health will drop. If it reaches 0, you die. You can slowly regenerate health by staying behind cover and avoiding injury. But the fastest way to heal is with a medic kit dropped by an assault player. Stand (or lay) close to a medic kit to rapidly restore your health.
- Ammo: The ammo count box in located in the screen's bottom right corner. Your ammo is represented by three numbers. The large number to the left indicates how many rounds you currently have loaded in the weapon's magazine. The small number to the right is the amount of ammo available in unloaded magazines. As you reload your weapon, the number on the right decreases as the number on the left increases up to the maximum amount the weapon's magazine can hold. The third number, below the ammo reserves, represents how many grenades you have.
- Fire Mode: This icon represents the selected fire mode of you weapon. Some weapons allow you to switch fire modes, choosing from single shot, automatic, and burst modes.
- Weapon Unlock Status: This status bar represents how close you are to the next unlock for the selected weapon. The more enemies you kill with a specific weapon, the more accessories you unlock.
- Kill Notifications: The text in the screen's top right corner reports recent deaths, showing who killed who and with what weapon or vehicle.
- Score Notification: Every time you earn points, text appears in the middle of the screen describing what action you're being rewarded for and how many points you gain.
- Squad List: Shown in green text on the right side of the minimap, the squad list shows every member of your squad as well as the kit and specialization they currently have equipped. The squad leader appears at the top of the list with a star icon next to their name.

Loadout Customization

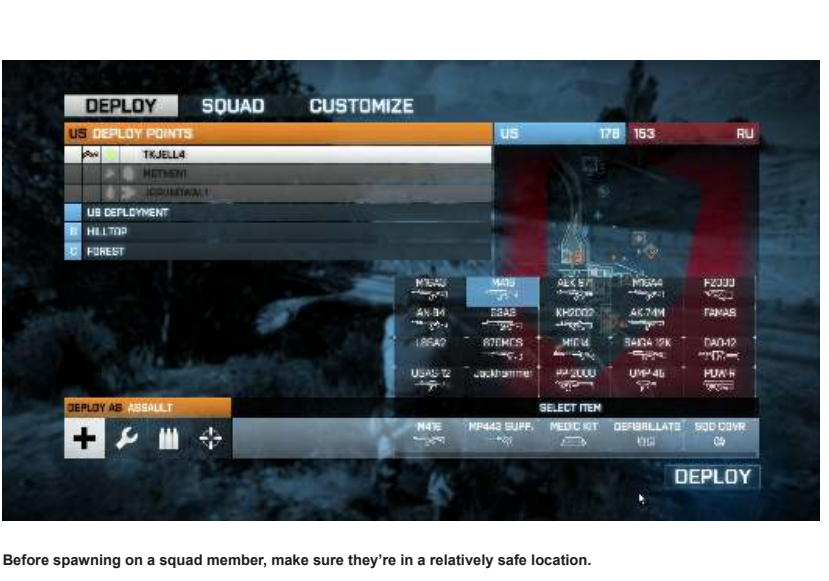


Additional MOLLE tactical ammunition pouches allow the player to carry a greater amount of primary and sidearm ammunition. This Specialization will be granted to your entire Squad.

Take a moment to customize your solider and vehicle loadouts before joining a game.

While veteran Battlefield players are accustomed to being rewarded with new weapons and gear as they progress through their multiplayer career, there has never been so many customization options available. Each class, weapon, and vehicle has its own unlock progression, allowing you to unlock a variety of upgrades, accessories, gadgets, and specializations. When choosing your soldier's loadout, you can choose a primary weapon, a sidearm, up to two gadgets, and a specialization. Taking customization deeper, each primary weapon can be outfitted with a scope and with primary and secondary attachments. You can even choose loadouts for vehicles, selecting from a mix of unlocked upgrades, gadgets, and weapons. The more you play, the more unlocks you acquire. So don't forget to visit the Loadout screen to make adjustments that best fit your play style and the current needs of your team.

Spawn Screen



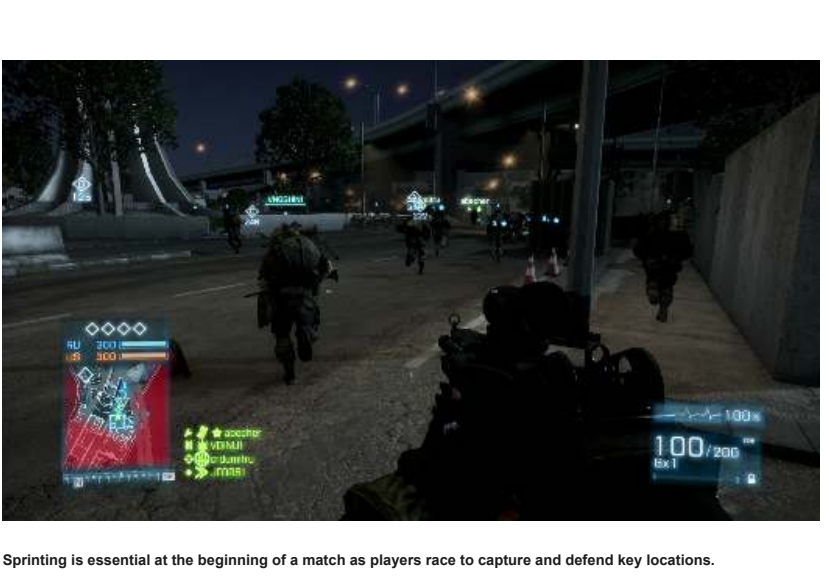
Before spawning on a squad member, make sure they're in a relatively safe location.

When you first join a game, the Spawn screen is where it all begins. Before immediately jumping into the game, take a few seconds to choose your class and gear. It's possible to switch primary weapons from the Spawn screen, but if you want to make more adjustments to your kit, choose the Customize option. This opens a new screen, allowing you to select different sidearms, gadgets, and specializations. You can also customize your primary weapon with accessories you've unlocked.

Once you're finished adjusting your loadout, return to the Spawn screen and figure out where you want to join the fight. If you're in a squad, you can spawn on any living squad member. Or if a recon squad member has deployed a radio beacon, you can spawn at its location. Depending on the game mode, there are also bases, deployment areas, and control points at which you can spawn. New to Battlefield 3 are jets and helicopters. If one of these is available, you can spawn directly into the pilot's seat of these idle aircraft. U.S. troops can also spawn directly into the AAV-7A1 AMTRAC, an armored vehicle that serves as a mobile spawn point.

As you can see, the spawning options are numerous. In most instances you should spawn on or close to your squad so you can provide support. But if your squad is in a tense firefight, sometimes it's safest to spawn at a less dangerous location; otherwise you may get killed as soon as you spawn into the game.

Movement Fundamentals



Sprinting is essential at the beginning of a match as players race to capture and defend key locations.

Moving your soldier around the battlefield is simple, especially if you've played the earlier installments or other first-person shooters. When standing, your soldier jogs at a moderate pace, ideal for getting around areas where threats are minimal. While crouched, you move slower, and while prone your movement is literally reduced to a crawl. However, since you are lower, you make a smaller target for the enemy to hit, and you can more easily duck behind cover. When advancing against an enemy position, it is best to move while crouched or prone, as it is harder for the enemy to detect you. These lower stances also cause the reticle to tighten up, indicating an increase in weapon accuracy. So make a habit of dropping to a knee or down on your belly before firing a shot.

At times, it is better to move fast by sprinting. You can't use weapons or equipment while sprinting, but you are much more difficult for the enemy to hit. Sprint when you have to move from one position of cover to another in an open area. But never sprint in tight confined spaces where you're likely to face enemy troops. If you encounter an enemy at close range while sprinting, chances are you won't have time to stop and aim your weapon, giving the enemy a huge advantage.

Caution

Some maps feature deep bodies of water, allowing you to swim. Avoid swimming at all costs. While in the water, you can't access your weapons, making you a sitting duck.

Parachutes

If you bail out of a plane or helicopter, make sure you do so within the map's boundary.

Whether jumping out of a damaged aircraft of hopping off a tall building, you can avoid cratering into the ground by deploying your parachute. While in free fall, press the Jump button/key once to open your parachute. You can slightly steer the parachute with standard movement inputs. But don't expect to travel great distances in your parachute, as the descent is rapid. It's possible to fire your weapons during the descent, but your accuracy is greatly diminished. If you're descending directly over an enemy position, consider dropping grenades—just make sure they explode before you reach the ground. But the longer you're in the air, the more attention you're likely to attract. For this reason, free-fall as long as possible and open the parachute just before you reach the ground. This is a great way to sneak into enemy-held territory.

Combat

While moving about the battlefield is a major part of gameplay, the sole purpose of movement is to get into a position where you can use your weapons to engage and eliminate the enemy. You have access to different types of weapons. However, the controls for using these weapons are fairly common.

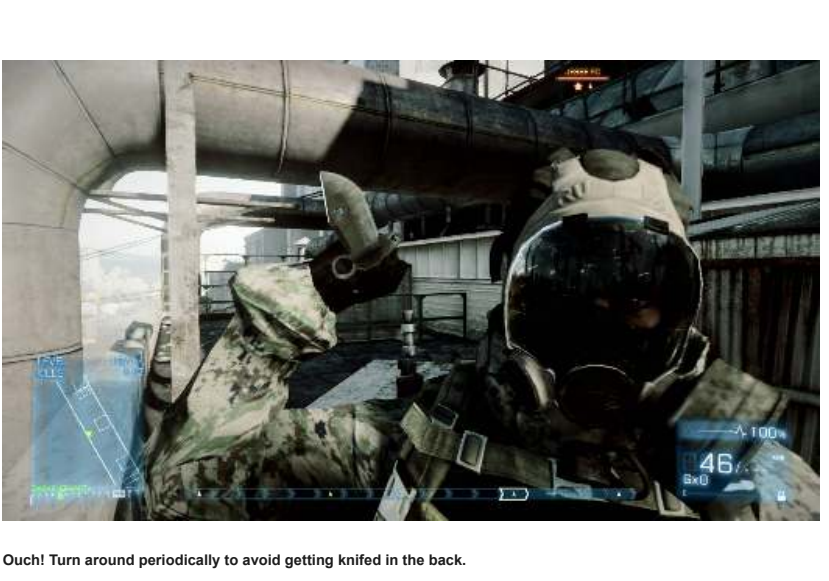
Spotting Targets

Always spot a target before opening fire to alert your teammates of an enemy's presence.

Before you attack your first enemy, you must first learn how to spot them. When you have an enemy player or vehicle in your sight, press the Spot button/key to highlight it for your team. This places a red icon on the HUD and minimap, showing your entire team where the enemy unit is located. Enemy infantry show up as red triangle icons while vehicles are represented by red vehicle icons. Targets remain spotted for only about five seconds, but that's usually more than enough time for your team to notice the threat.

Also, once the icon disappears, you can spot the target again as long as you've maintained a line of sight. If a teammate kills the target you tagged, you earn a Spot Bonus worth 10 points. So consider playing as recon with a high-powered scope and simply spot enemy units for your team. Even if you don't fire a shot, you can still rack up a decent score.

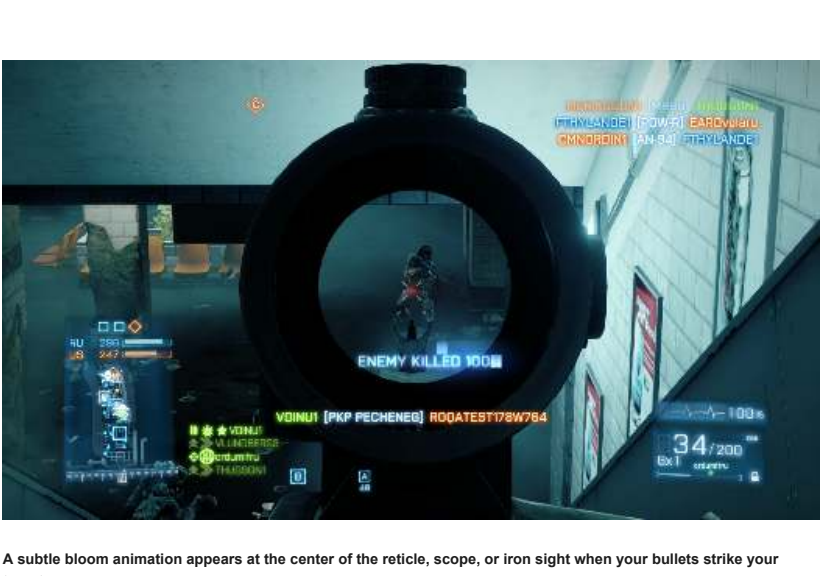
Knife



Ouch! Turn around periodically to avoid getting knifed in the back.

The knife is a standard-issue weapon available to all players, regardless of their class or rank. When approaching an enemy from behind, you can kill them instantly by attacking with the knife. But if you attack an enemy head-on, it now takes at least two swipes with the knife to score a kill from the front—a new gameplay mechanic introduced in Battlefield 3. So if an enemy is looking in your direction, think twice before attempting a knife kill. Chances are they'll shoot you in the face before you can get within striking range. Instead, always look for opportunities to flank, sneaking up behind unsuspecting opponents and knifing them from behind. As in Battlefield 2142 and every installment since, scoring knife kills earns you the victim's dog tags, providing you with a permanent trophy. In addition to scoring stealthy kills, the knife is also great for slicing through chain-link fences and other obstacles.

Firearms



A subtle bloom animation appears at the center of the reticle, scope, or iron sight when your bullets strike your target.

As mentioned earlier, the reticle in the screen's center is your aiming point for using weapons. Most of the weapons you use are direct fire, meaning that the projectile you fire travels in a basically straight line from your weapon to the target. Using these weapons is simple. Place the reticle directly over the target and then press the Fire button. For semiautomatic or single-shot weapons such as pistols, shotguns, and sniper rifles, each time you press the Fire button/key, you fire a single round. However, for automatic weapons such as submachine guns, assault rifles, and light machine guns, they will continue to shoot as you hold down the Fire button/key until they run out of ammo.

Most weapons in Battlefield 3 have selectable fire modes, allowing you to choose from single-shot, burst, and automatic modes. So experiment with each weapon's fire modes in an effort to increase accuracy and reduce recoil. When firing automatic weapons, the longer the burst, the less accurate your fire. Therefore, to maintain greater accuracy and still put a lot of lead on-target, fire in short bursts. You are more likely to kill your target, especially at medium to long range, with a few accurate rounds rather than spraying an entire magazine over a wide area. If recoil is still a problem, consider switching to burst or single-shot mode.

Iron Sights and Scopes

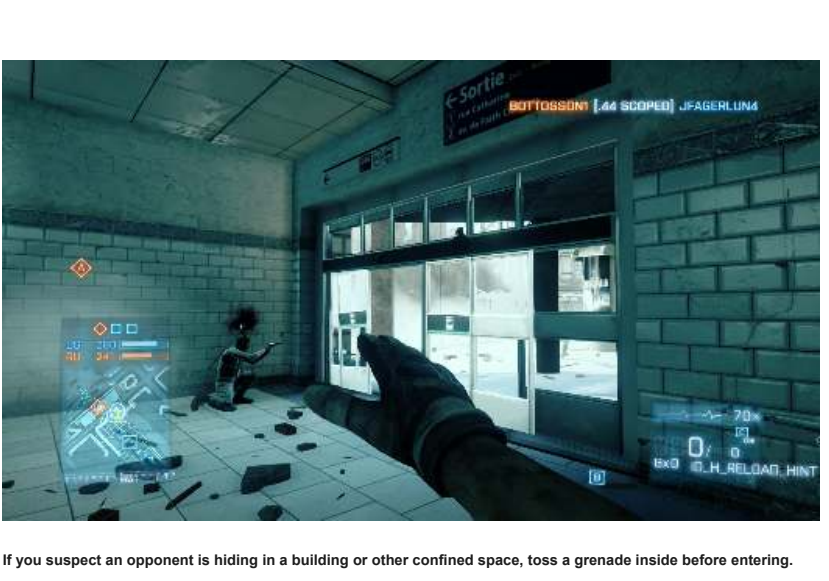
The reticle disappears when aiming through iron sights or a scope, but the bloom animation still appears when hitting a target.

When you fire a weapon using the reticle to aim, you are essentially firing from the hip, with the butt of your weapon in the crook of your arm. This is not very accurate and should only be used at close range. To increase your accuracy, press the Zoom button/key. This will bring up the iron sight view, where you are actually looking through the weapon's sight to aim. You bring the butt of the weapon up to your shoulder, giving you greater accuracy. If your weapon is equipped with a scope, the Zoom button/key will provide a view through the scope rather than the iron sight. Get in the habit of pressing the Zoom button to bring up your iron sight before firing. This is more accurate, and it provides a zoomed-in view of the target.

To further increase accuracy, crouch or drop prone and remain stationary while firing. When peering through high-powered scopes, there is noticeable sway, making it difficult to aim. You can temporarily reduce this sway by holding your breath (hold down the Sprint button/key). But this lasts for only a few seconds. You can completely eliminate scope sway by using a Bipod.

Gravity affects all firearms, causing bullets to drop over distance. When engaging targets at long range, compensate for gravity by aiming high.

Grenades



If you suspect an opponent is hiding in a building or other confined space, toss a grenade inside before entering.

Grenades require a bit more skill to use effectively since they are either thrown or launched. Unlike a bullet or rocket, which travels in a straight line, grenades travel in a parabolic arc due to their lower speed and gravity. In the case of a grenade launcher, the farther away you are from the target, the higher you need to aim. That is why the reticle for a grenade launcher has several horizontal lines for aiming points. For a short-range shot, use the top line. The farther away your target, use the lower lines. By using a lower aiming point, you are essentially aiming the weapon higher to lob the grenade toward the target.

Hand grenades work a bit differently. They are thrown rather than launched, and you don't get a separate reticle for aiming. Instead, use your weapon's reticle to best judge where you want to throw a grenade. One press of the Grenade button/key throws the grenade, shown as an orange flashing icon on the HUD. But hand grenades have limited range, so you may need to aim high to get them near your intended target—the farther your target, the higher you should aim your throw.

When using grenades, it is important to understand how they work. Rifle grenades fired from a launcher explode on impact. Hand grenades, in contrast, have a five-second fuse. As a result, you can bounce hand grenades around corners or roll them down inclines. Like your own grenades, enemy grenades show up as flashing orange icons on the HUD. So if you see one of these flashing icons nearby, sprint in the opposite direction before it explodes.

Suppression

If this is what your screen looks like, find cover fast!

The new suppression system will definitely make you think twice before exposing yourself to incoming fire. If rounds hit you or strike anywhere close by you, you become suppressed. When you're suppressed, your vision is blurred and your weapon accuracy is greatly diminished. However, the effects of suppression pass quickly if you get out of the line of fire and seek cover. The new suppression mechanic can work in your favor too. Even if you don't have a clear shot at an opponent, open fire in an attempt to suppress them. Any class or weapon is capable of suppressing, but the support kit's light machine guns are most effective. These weapons' large magazine capacities allow you to lay down sustained heavy fire, ideal for keeping an opponent's head down. Each player has an invisible suppression radius around them. Simply landing rounds within this small radius suppresses the target. The new Suppression Assist score (50 points) is awarded if a teammate kills an opponent you've suppressed.

Vehicles

When driving a vehicle, consider slowing or stopping while your passengers are targeting enemies—you get points if they score a kill.

The maps in Battlefield 3 are massive. It can take a while to walk them on foot. Therefore, use vehicles to get around. There are several types of vehicles in the game, but they all are driven with similar controls. All vehicles have more than one seat. When you get into an empty vehicle, you are placed in the driver's seat by default. However, you can move to another position inside the vehicle with the press of a button/key, cycling through all seats. The driver has control of a vehicle's movement and, in the tanks and IFVs, the vehicle's turret-mounted main weapon. Most vehicles even have gunner and passenger positions, allowing teammates to man other vehicle-mounted weapons. So make sure all crew positions are filled before leaving a base or deployment area.

Jets

Feel the need for speed? Spawn directly into the pilot's seat of a waiting jet.

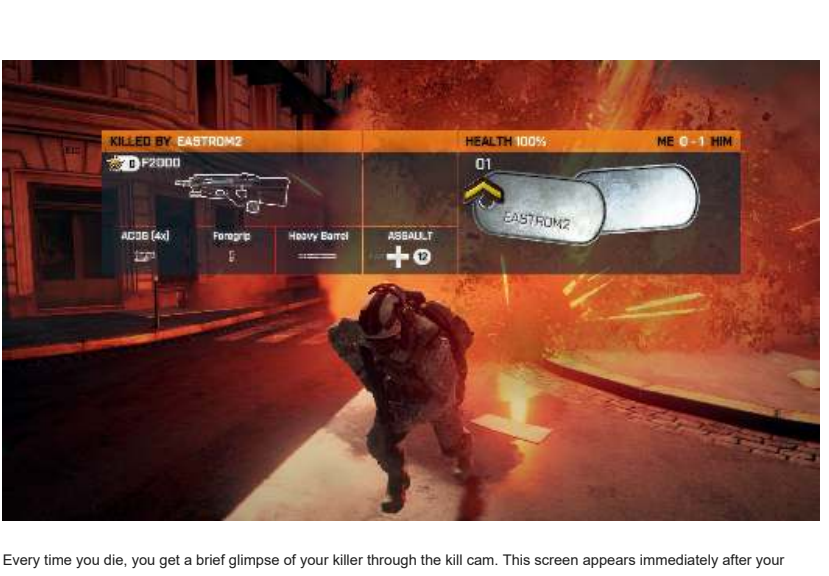
Jets aren't new to the Battlefield series. But they're back, adding a new layer of intensity to the conflict. Initially jets are equipped with only a cannon, useful for performing strafing runs and shooting down enemy aircraft. Like all the vehicles, jets have their own reward progression, allowing you to unlock more powerful air-to-air and air-to-ground weapons, including heat seekers, rocket pods, and guided missiles. So choose your weapons carefully based on the needs of your team. If they need help knocking out tanks, choose rocket pods or guided missiles. Or if your team is constantly harassed by enemy helicopters or jets, choose heat seekers to shoot down these threats. And veterans will be happy to know that all aircraft (jets and helicopters) have their own spawn points. So instead of lingering on a runway waiting for a jet to spawn, simply hold in the Spawn screen and spawn directly into the pilot's seat when a jet or helicopter is available.

Vehicle Damage

A single rocket hit will no longer destroy light vehicles like this Vodnik, but it may kill some of the occupants.

In Battlefield 3, vehicle damage has been completely overhauled. Now if vehicles take light damage, they slowly regenerate health on their own, assuming the vehicle stays out of danger and avoids taking damage for several seconds. However, if a vehicle takes heavy damage, it catches fire and becomes disabled. At this point, vehicle speed and mobility are greatly reduced, but the weapons still function—and the loss of speed and control is extremely dangerous when piloting a jet or chopper. While a vehicle is disabled, its health slowly declines until eventually it explodes. Only engineers can repair a disabled ground vehicle. Jets and helicopters in flight have the benefit of deploying the fire extinguisher upgrade to put out the flames and restore control. As a result of these changes, destroying vehicles outright is much more difficult, requiring you to disable a vehicle before it can be destroyed. Meanwhile, the crew of a disabled vehicle has a critical choice to make: Do they stay with the burning vehicle and try to score more kills, or do they bail out and attempt to find cover before their ride explodes?

Kill Cam

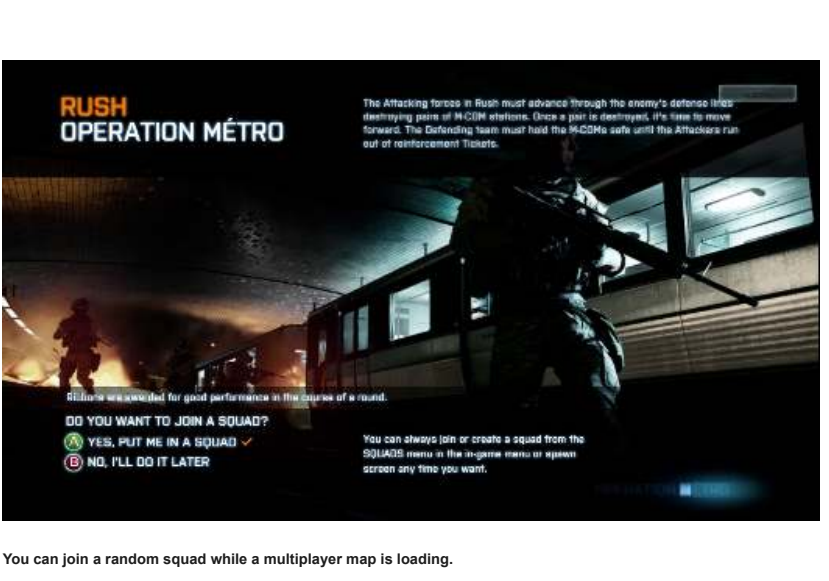


Every time you die, you get a brief glimpse of your killer through the kill cam. This screen appears immediately after your death, providing a brief shot of the player who killed you as well as their name, rank, health, kit, weapon, and specializations. It may seem like a frivolous feature, but the kill cam has larger implications for how the game is played. Snipers can no longer camp one spot and kill from an undisclosed location throughout the entire match. Through the kill cam, victims can see approximately where an enemy player is camping and enact revenge once they respawn. So make a habit of moving frequently, or else you're likely to face one of your angry victims sneaking up behind you with a knife.

Squad Play

If you've played past installments of Battlefield, you know the benefits of joining a squad. A squad is a four-player unit that can communicate with each other over headsets. Being able to talk to the other players in your squad allows you to discuss each situation and respond as a single unified fighting force. Beyond the obvious tactical advantages, being in a squad allows you to earn the squad bonus points, boosting your score and fast-tracking promotions. But if you're new to Battlefield and the squad system, let's take a look at how they work.

Joining a Squad

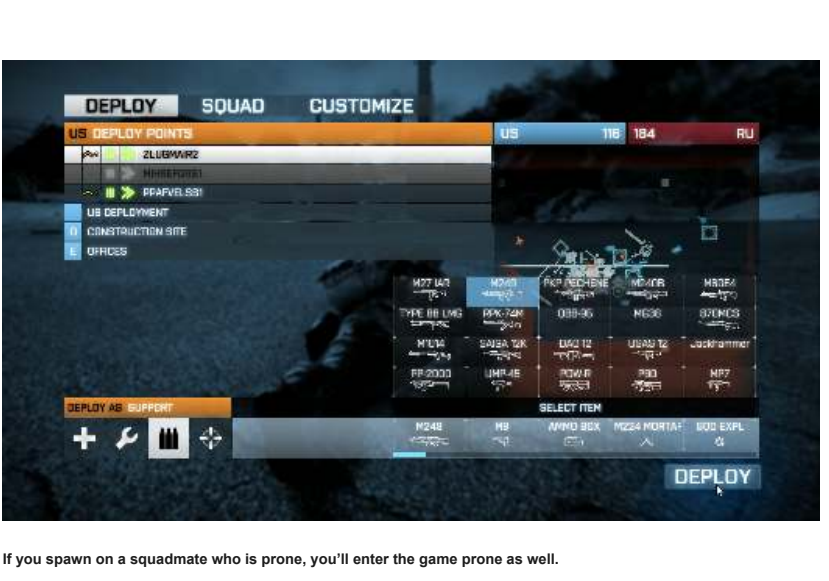


You can join a random squad while a multiplayer map is loading.

At the start of any match, while the map is loading, you're asked if you want to join a squad. Always choose yes. In this instance, you'll be automatically assigned a squad randomly. Chances are your new squadmates are complete strangers, so say hi and ask what kit they could use before spawning into the game.

If you prefer playing with friends, you can create a squad from your friend's list before even joining a game. Choose the Invite a Friend option from the multiplayer's Quickmatch menu and send invites to anyone on your friend's list who is online. You don't need four players to form a squad, so feel free to join a game once you have at least one friend on your side. However, if you have less than four players in your squad, the extra slots could be filled by strangers. When your squad is formed and ready for action, choose the Find a Game option to begin a match.Squads can also be formed once in a game, allowing you to team-up with friends during the middle of a match.

Squad Spawn



If you spawn on a squadmate who is prone, you'll enter the game prone as well.

One of the huge benefits of playing in a squad is the ability to spawn on any squadmate. The Spawn screen shows many spawning options, including your team's base and control points. If you don't want to spawn at one of those static locations, select the name of one of your squad members. As you select their name, a blue circle icon appears on the map and the camera view switches, showing exactly where they are. Before spawning on a squad member, make sure they're in a safe location. The last thing you want to do is spawn in the middle of an enemy kill zone.

You can also spawn on any squad member who is in a vehicle with unoccupied seats. New to Battlefield 3 are radio beacons, deployed by recon troops. You can place these almost anywhere on the map, where they serve as forward spawn points for your squad. This is a great way for attackers to maintain a presence close to an objective, especially in Rush matches. But don't let enemies see where your radio beacon is placed; otherwise they may camp nearby and pick off your squadmates as they enter the game. When possible, place Spawn Beacons inside buildings to give squad members a safe and instant entry into the match. If Spawn Beacons are placed outdoors, squad members will spawn in parachutes above the battlefield, making them vulnerable to incoming fire as they drift toward the ground.

Teamwork

Issuing and following squad orders is a simple way to boost your score.

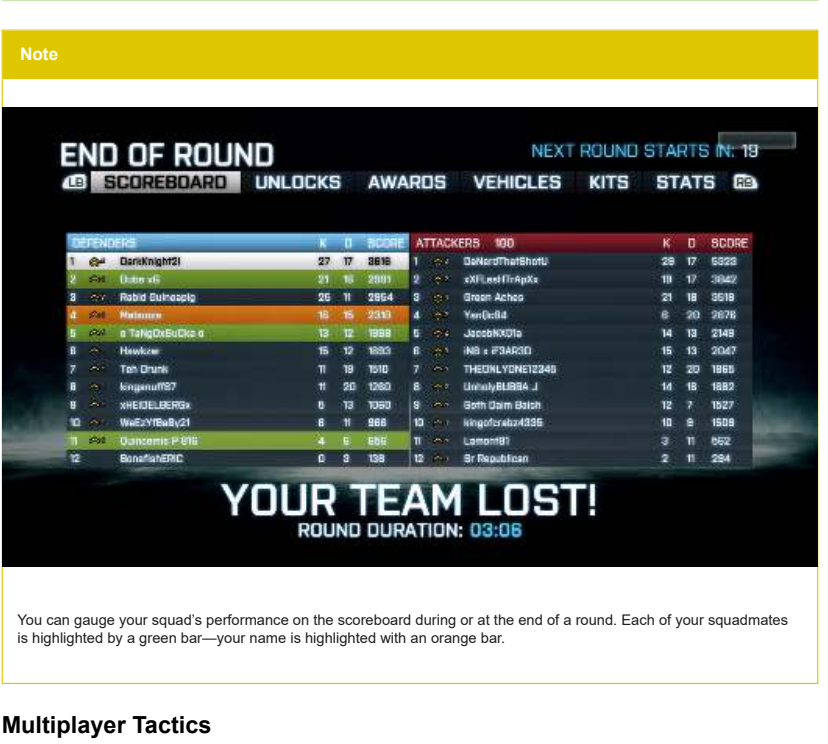
Once in the game, you can identify your squadmates by the green name tags above their heads accompanied by their kit icon. They also show up as green triangles on the minimap. Other teammates have blue name tags above their heads while enemies appear as red. Stay close to your squad so you can support one another. But don't cluster around each other too tightly or else all four of you can be eliminated by an explosive attack. Instead, try to stay within each others' line of sight. By simply communicating and working together, you can gain a huge advantage over your opponents, especially those who wander off by themselves.

In addition to talking to each other over your headsets, use the target-spotting system to tag enemies and issue attack/defend orders. Only the squad leader can issue orders, so watch for blinking boxes around objectives, such as M-COM stations and control points. If no order has been issued, ask your squad leader to place an order on an objective. Kills performed within close proximity of an objective marked with an attack/defend order results in Squad Attack Order (20 points) or Squad Defend Order (20 points) bonuses. So if you're the squad leader, don't forget to issue orders to help your squad's scores.

Tip

Squad member icons are always visible on the HUD, regardless of their location. If a squad member is behind you, their name/icon appears at the bottom of the HUD. Teammate names/icons are only visible when they're within your line of sight.

Note



DEFENDERS	K	D	SCORE	ATTACKERS 100	K	D	SCORE
1 DarkKnight21	27	17	3616	1 DaNerdThatShotU	29	17	5323
2 Dubs v6	21	16	2951	2 xXFLeetFrApXx	19	17	3842
3 Rabid Dulneaplg	25	11	2954	3 Green Achoo	21	18	3518
4 Mabooza	16	15	2310	4 YenDc84	6	20	2676
5 o TaNgOxSuCka o	13	12	1998	5 JacobNXO1a	14	13	2149
6 Hawkuw	15	12	1683	6 iNB x iF3AR3D	15	13	2047
7 Tah Drunk	11	19	1610	7 THEONLYONE12346	12	20	1865
8 kingsnuff87	11	20	1260	8 UnholyBUBBA J	14	18	1682
9 xHEIDELBERGx	6	13	1060	9 Goth Dam Botch	12	7	1527
10 WaEzYfBaBy21	8	11	968	10 kingofcrabz4335	10	9	1509
11 Duncemia P 616	4	5	655	11 Lamont81	3	11	552
12 BonefishERIC	0	3	138	12 Sr Republican	2	11	284

You can gauge your squad's performance on the scoreboard during or at the end of a round. Each of your squadmates is highlighted by a green bar—your name is highlighted with an orange bar.

Multiplayer Tactics

Tactics is the combining of maneuvers and firepower to achieve an objective. We've already covered movement and weapons, so this section focuses on using the two together.

Plan Ahead

GET READY
ROUND WILL START IN
4

Before a round begins, take a few seconds to discuss tactics with your teammates. Any game plan is better than none.

There is an old saying that those who fail to plan, plan to fail. You need to come up with a plan before the bullets start flying. The best place to start is to look at your game mode's objectives, since those determine victory or defeat. While killing the enemy is always a goal, it is often a means to an end. Instead, focus on the objectives. Do you have to destroy a target, defend a position, or just get to a certain point on the map?

Once you know what you must do, look at the map and examine the terrain. Where are you located? Where is the objective? How will you get there? Are there any vehicles you can use? These are all questions you need to ask yourself. Once you have determined how to reach the target, you must then consider how to accomplish your orders. Will you need to get in close to plant an explosive charge on the target? If so, how will you secure the perimeter? Finally, you need to take into account your opposition. What does the enemy have, and where are they located? Usually you will not know that type of information until you get in close to the target and can see the enemy with your own eyes. Therefore, planning continues on the fly as you learn new information about enemy positions and actions.

Cover

If you can't find suitable cover nearby, drop prone in an attempt to avoid detection, and crawl to a piece of cover.

Combat is very dangerous. Bullets and other deadly projectiles fly through the air and can kill you outright if they make contact. The concept of cover is to place something solid between you and the enemy that will stop those projectiles and keep you safe. The multiplayer maps are filled with objects that you can use as cover—buildings, walls, trees, rocks, earthen mounds, and so on. Some types of cover will stop small-arms fire such as rifle bullets but not stop the heavier machine-gun fire. Walls of buildings will stop machine-gun fire but not rockets or tank rounds. Therefore, pick cover that will protect you from the current threat—objects constructed from wood or flimsy sheet metal won't stop a bullet.

Cover should become ingrained in your combat thinking. In addition to looking for enemies, you also need to be looking for cover. During a firefight, always stay behind cover. Leave cover only to move to another position with cover. If the cover is low, you may need to crouch down or drop prone to get behind it, standing only to fire over it. When moving from cover to cover, sprint to get there quicker.

While you want to stay behind cover, you also want to try to deny the benefit of cover to your enemies. Destroying their cover is a way to do that. Another way is to reduce the effect of their cover by moving to hit them from a direction for which they have no cover. This is called flanking. For example, if an enemy is taking cover behind a wall, move around to the side of the wall so that the wall is no longer between you and your target. Or, if you have an explosive weapon, you can simply blow a hole in the wall, taking your target out in the process.

Destructible Environments

Tanks are great for dishing out destruction. Use their cannons to blow holes in walls and other pieces of cover.

One of the awesome features in Battlefield 3 is that many of the structures and objects can be damaged or outright destroyed. This presents a large range of possibilities and opportunities that will affect the tactics you use. For example, if the enemy is holed up in a house and taking shots at you from the windows, you could try to throw a grenade through the window or rush into the house via the doorway and clear the threat out with close-range combat. However, with destruction as an option, you can instead fire a rocket at a wall of the structure and blow a hole in it; you just might kill an enemy who was on the other side. If the enemy survived, you can then use direct fire to kill him, since you destroyed the wall providing cover.

Often structures can funnel you into a kill zone the enemy has set up. But you can blast your way through walls or other objects and come at the enemies from different directions they might not expect. While this may seem to favor the attacker, the defender can also use this as an advantage. Destroy potential cover the attacker may use to approach your position. Call in mortar strikes on groves of trees or shoot out wooden fences to deny the enemy a place to hide. As a result, you can create your own kill zones of open land that the enemy must traverse—all the while under the fire of your weapons.

Some structures that take heavy damage can completely collapse, killing everyone inside. Target a building's exterior walls until you hear a series of creaking and moaning sounds, indicating an imminent collapse. This can be a fun (yet inefficient) way to take out a pesky sniper hiding in an attic or upper floor. Obviously, if you find yourself in a creaking and moaning building, get out fast!

Long-Range Combat

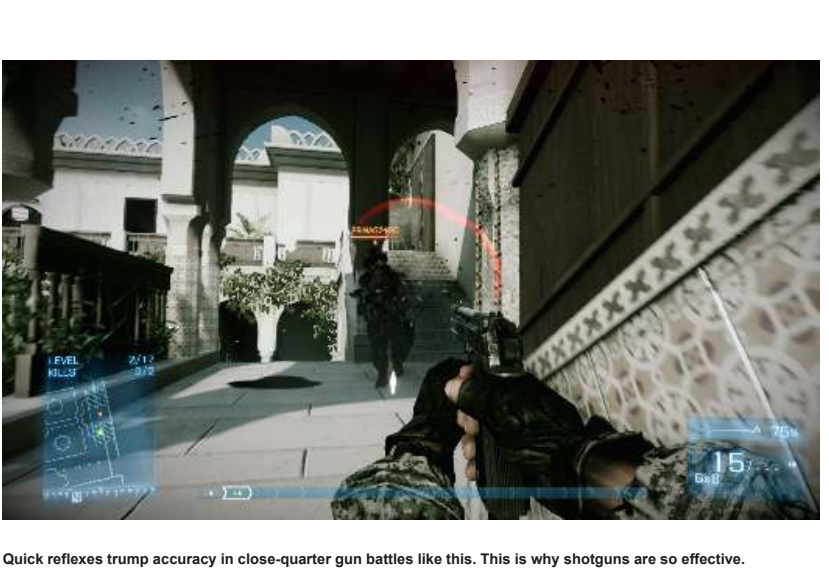
When sniping, try to focus your fire down narrow choke points like streets, alleys, and bridges.

If possible, it is best to try to attack the enemy at long range before they're even aware of your presence. While sniper rifles work great for this type of combat, you can even use assault rifles, light machine guns, or rocket launchers to hit targets at long range. The key to winning at long range is to take your time. Drop prone, stay still, and use iron sights or scopes to increase your magnification and accuracy. As always, make sure you have some good cover in case the enemy decides to shoot back—if you can see them, they can see you. Also remember to fire in short bursts to ensure that more of your bullets hit the target.

Caution

Whenever aiming through a high-magnifi cation scope, a distinct glint is produced by the scope's lens, potentially giving away your position. Avoid scanning the battlefi eld through your scope to maintain concealment.

Close-Quarter Combat



Quick reflexes trump accuracy in close-quarter gun battles like this. This is why shotguns are so effective.

This type of combat is the exact opposite of long-range combat. In close quarters, such as in a town or even within a building, you don't have a lot of time to aim before shooting. However, at such short ranges, accuracy is not really a factor. Instead, you need a weapon that puts out a lot of firepower with some spread so you are more likely to get a hit while moving. Shotguns and submachine guns are great for close-quarter combat.

Your minimap is also an important tool, especially if teammates have spotted targets. Since you can see where enemies are located, use this info to set up shots while strafing around corners. Your weapon will already be aimed at the target as it appears on the minimap, which saves you just enough time to have the advantage and make the kill rather than be killed. Don't forget to use grenades, which can be thrown around corners or over walls to hit enemies who think they are safe behind cover.

Have you just run out of ammo in the middle of a close-quarter duel? It's much faster to draw your pistol than to reload your main weapon. Or if your opponent is reloading, too, rush in for a melee kill.

Engaging Vehicles

If you don't have the firepower to kill a tank, don't draw its attention. Instead, seek cover and spot the tank for teammates capable of taking it out.

Attacking vehicles is dangerous—especially when you are an infantryman. However, modern soldiers have a lot of firepower they can use to disable and destroy vehicles. This role usually falls to the engineer, who carries antitank rocket launchers and mines. It takes only a single rocket to disable most light vehicles. However, tanks and IFVs require at least two rocket hits to disable, and even more to destroy. Always try to attack tanks from the rear, where their armor is the weakest. Rocket launchers are most effective, but grenade launchers can work in a pinch, too, assuming the vehicle is already heavily damaged. Of course, the best way to kill a tank is with another tank.

Even if you don't have those powerful weapons or gadgets, you can still damage light vehicles with small-arms fire. The gunners on the Growler ITV and VDV Buggy are completely exposed—shoot them and the vehicles lose their firepower. For those who are really daring, engineers can place mines in the path of moving vehicles. C4 (now carried by the support kit) is also very effective against vehicles, but you have to get very close to slap on a charge.

Tip

In addition to having weak side and rear armor, the top armor of tanks are also weak. When possible, try to target a tank's top armor to maximize damage. Javelins are ideal for scoring top-hits on tanks.

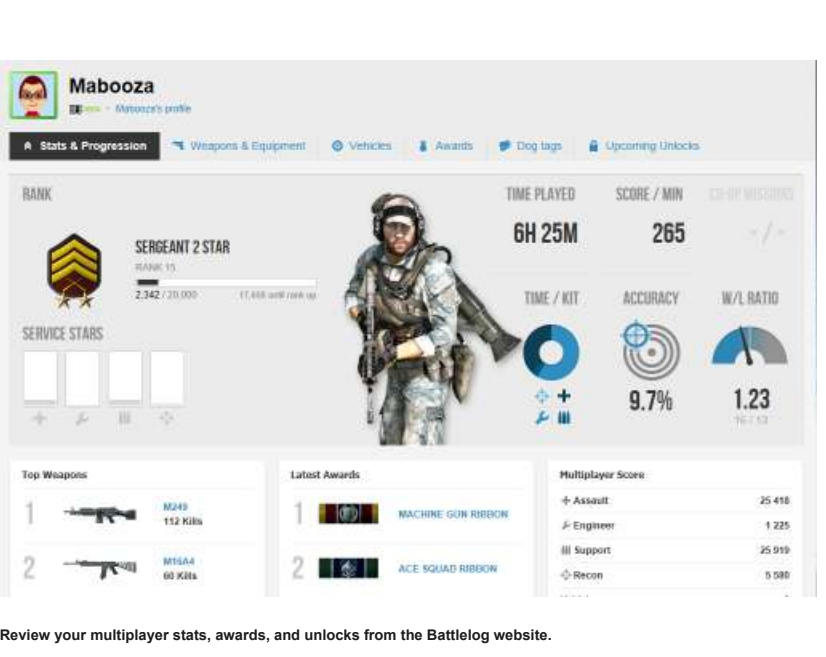
Persistence System

01
PRIVATE FIRST CLASS
ENEMY KILLED 100

A message appears at the screen's top each time you earn a new promotion.

Almost every action performed in a multiplayer match can earn you points. Points not only determine which players are listed at the top of the scoreboard after a round, but they also help you unlock new weapons, gadgets, and specializations and even help you achieve new ranks. So at the end of a round, check out your overall performance in the End of Round screens. These screens show your current rank and your progress toward achieving the next rank. It also has statistical breakdowns of your score, showing how many points were earned with each kit, your vehicles, and your awards. Speaking of awards, any dog tags, medals, or ribbons earned during the round are shown in the "Unlocks" and "Awards" sections. The Kits screen shows how much progress you've made toward unlocking new equipment for each kit. For complete information on the game's scoring system, reference the Battlefield Compendium. There you'll find scoring details for each possible action. Knowing exactly which actions earn you points may change the way you approach each battle.

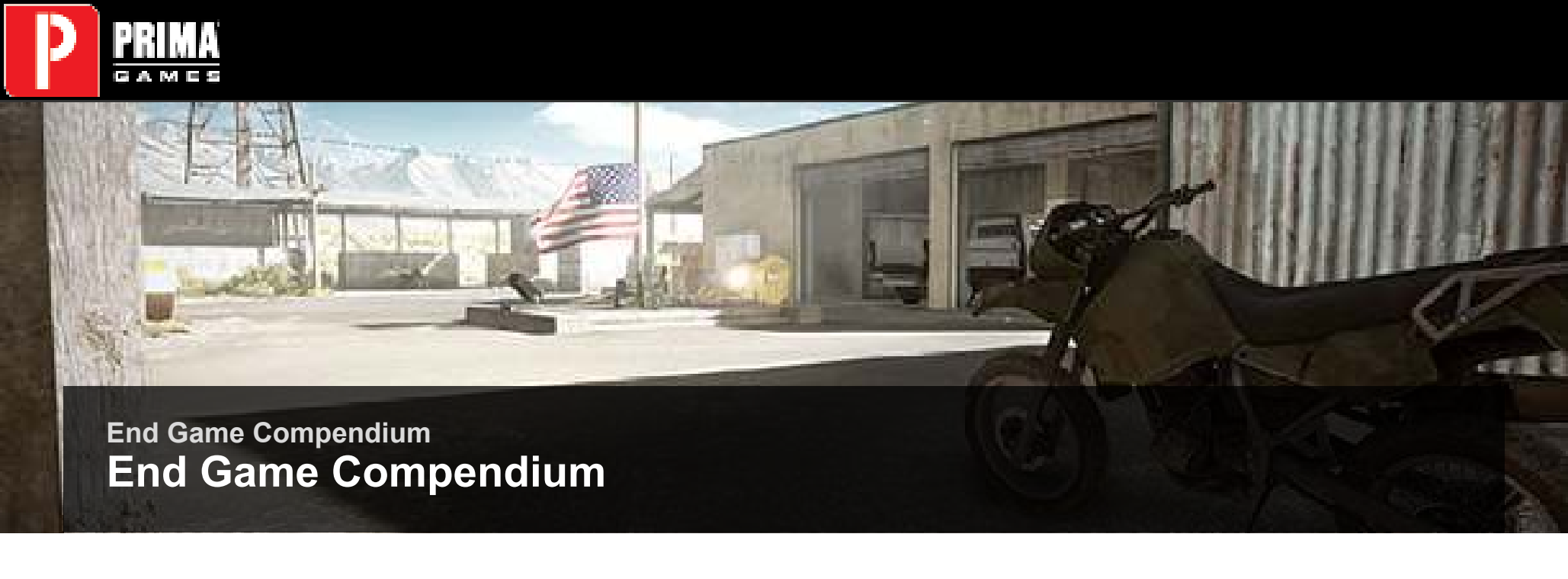
Battlelog



Review your multiplayer stats, awards, and unlocks from the Battlelog website.

URL: battlelog.battlefield.com

The new Battlelog website allows you to keep tabs on everything happening in Battlefield 3, even when you're away from the game. Log in to the Battlelog using the e-mail address and password associated with your EA.com or Origin.com account. The Battlelog keeps track of every stat imaginable and offers social networking features, allowing you to see what your friends have been up to. By creating or joining a platoon, you can guarantee you always have a reliable group of friends to play with. PC players can even access a server browser and join games directly from the Battlelog.



End Game Compendium

End Game Compendium

Multiplayer Scoring System

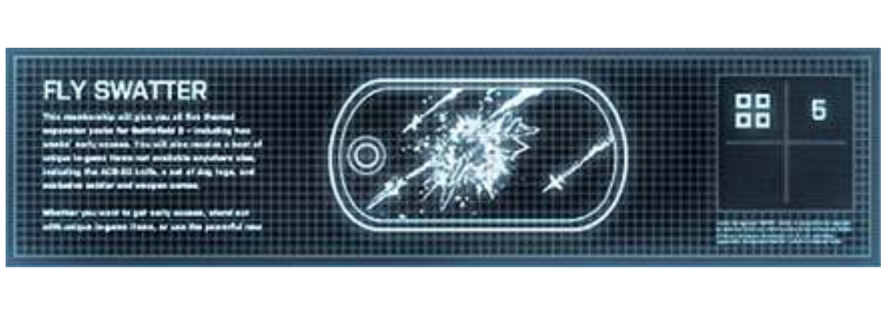
Action	Points	Description
ATTACK ORDER FOLLOWED	20	Have a squad mate follow the attack order.
AVENGER BONUS	10	Kill an enemy within three seconds of him killing a friendly.
COMEBACK	10	Come back from a streak of five or more consecutive deaths. Score equals the number of consecutive deaths x10.
DEFEND ORDER FOLLOWED	20	Have a squad mate follow the defend order.
DESIGNATED TARGET HIT	100	Score is based on how much damage the locked missile does.
DESTROYED EXPLOSIVE	20	Destroy an enemy explosive (claymore, mine, or C4).
DOG TAG SAVIOR	50	Rescue a teammate just as he is about to be stabbed.
DOUBLE KILL	40	Kill two enemies within 0.8 seconds of each other.
DRIVER ASSIST	10	Have a passenger in your vehicle kill an enemy.
ENEMY DOWN	100	Kill an enemy.
EQUIPMENT DESTROYED	20	Destroy a stationary weapon that is occupied by an enemy or equipment placed by an enemy. This includes EOD Bots, MAV, Mortar, Radio Beacon, SOFLAM and T-UGS.
FLAG CAPTURE ASSIST	50	Participate in a flag capture.
FLAG CAPTURED	250	Capture a flag.
FLAG DEFEND	20	Kill someone while you or the victim is in the radius of a flag owned by your team.
FLAG NEUTRALIZE ASSIST	150	Participate in a flag neutralize.
FLAG NEUTRALIZED	200	Neutralize an enemy flag.
HEADSHOT BONUS	10	Kill an enemy with a headshot.
HEAL	10	Heal points awarded for every 20% health healed on a friendly.
KILL ASSIST	10–100	Do at least 10 points of damage to an enemy and have a teammate finish them off. Note that this caps out at 100, as healing can restore the enemy's hit points.
KILLSTREAK STOPPED	10	Kill an enemy who has made six or more kills without dying. The score awarded equals the number of kills in the enemy's streak x10.
MARKSMAN BONUS	100+	Score a headshot with a sniper rifle. Score equals the distance to the target.
M-COM ARMED	100	Arm an M-COM station.
M-COM ATTACK KILL	20	Kill an enemy that is disarming the crate.
M-COM DEFENSE KILL	20	Kill an enemy that is arming the crate.
M-COM DESTROYED	500	Destroy an M-COM station.
M-COM DISARMED	200	Disarm an M-COM station.
MOTION SENSOR ASSIST	20	Enemy was killed while in your T-UGS's or MAV's motion sensor range.
MULTIPLE KILL	100	Kill four or more enemies within 0.8 seconds of each other.
NEMESIS KILL	10	Kill the same enemy six or more times. The score awarded equals the number of kills x 10.
NEMESIS PAYBACK	10	Kill your nemesis. The score awarded equals the number of times your nemesis has killed you x10.
REPAIR	10	Repair vehicle points given for every 10% of damage repaired.
RESUPPLY	10	Resupply a teammate.
ROAD KILL	10	Run over an enemy.
SAVIOR BONUS	20	Kill an enemy within two seconds of him dealing 50% to 99% of damage to a friendly.
SPOT BONUS	10	Spot an enemy and have a teammate kill them.
SQUAD ATTACK ORDER	20	Attack an objective that the leader has designated.
SQUAD DEFEND ORDER	20	Defend an objective that the leader has designated.
SQUAD DRIVER ASSIST	20	Have a squad mate who is a passenger in your vehicle make a kill.
SQUAD ELIMINATED	10	Kill all members in a squad.
SQUAD HEAL	20	Heal a squad mate.
SQUAD PASSENGER ASSIST	20	Have a squad mate who is driving your vehicle make a kill.
SQUAD RESUPPLY	20	Resupply a squad mate.
SQUAD REVIVE	110	Revive a squad mate.
SQUAD SPAWN ON YOU	10	Have a squad mate spawn on you.
SUPPRESSION ASSIST	50	Suppress an enemy and have a teammate kill them.
TARGET DESIGNATED	10	Lock on to an enemy vehicle with the target designator.
TEAM PASSENGER ASSIST	10	Have the driver in your vehicle kill an enemy.
TEAM REVIVE	100	Revive a teammate.
TRIPLE KILL	60	Kill three enemies within 0.8 seconds of each other.
VEHICLE DESTROY	50	Destroy a vehicle within 10 seconds of an enemy leaving it.
VEHICLE DESTROY ASSIST	10–100	Do at least 10 points of damage to an enemy vehicle and have a teammate destroy it. Points awarded are based on how much damage was done.
VEHICLE DISABLED	100	Disable a vehicle.

Capture the Flag Scoring System

Action	Points	Description
CAPTURE FLAG	500	Capture the enemy flag.
CAPTURE FLAG STREAK	200	Capture the flag more than once in a game.
PICK UP FLAG	100	Pick up the enemy flag after it has been dropped.
PICK UP ASSIST	100	Be within 10 meters of the flag when it is being picked up after being dropped.
FLAG CARRIER HEAL	50	Heal the flag carrier.
RETURN FLAG	100	Return your team's flag to your base.
FLAG TRANSPORT	200	Transport the flag carrier in your vehicle.
FLAG TRANSPORT STREAK	100	Transport the flag carrier in your vehicle multiple times in a round.
FLAG CARRIER SAVIOR	50	Kill an enemy that is attacking the flag carrier.
FLAG CARRIER SAVIOR SUPPRESSION	50	Suppress an enemy that is attacking the flag carrier.
FLAG CARRIER KILL	100	Kill the enemy flag carrier.
FLAG CARRIER KILL ASSIST	50	Assist in killing the enemy flag carrier.
FLAG CAPTURE ASSIST	50	Be within 10 meters of the flag when it is being captured.

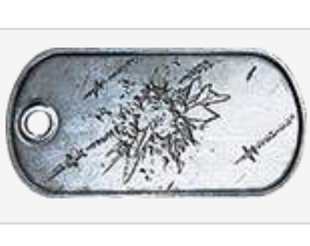
End Game Assignments

Defender of the Earth

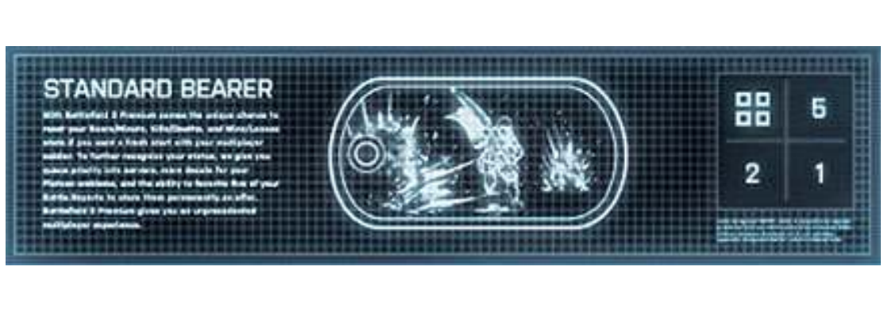


Criteria:

- Destroy five air vehicles using the AA jeeps.

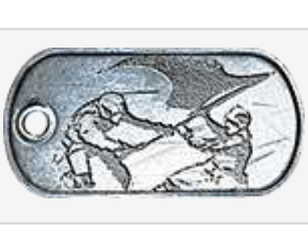
Reward:	
Fly Swatter Dog Tag	

Scar Spangled Banner

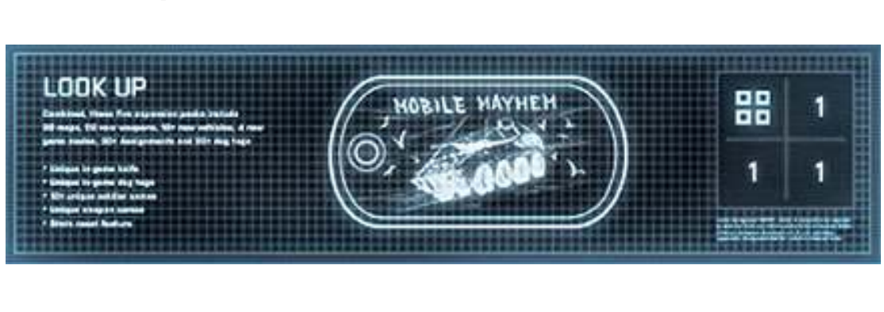


Criteria:

- Return five flags in Capture the Flag.
- Capture two flags in Capture the Flag.
- Win one round in Capture the Flag.

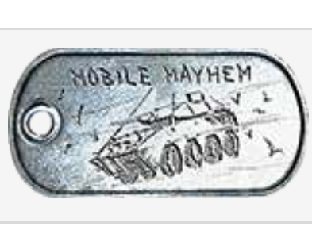
Reward:	
Standard Bearer Dog Tag	

Fatal Drop

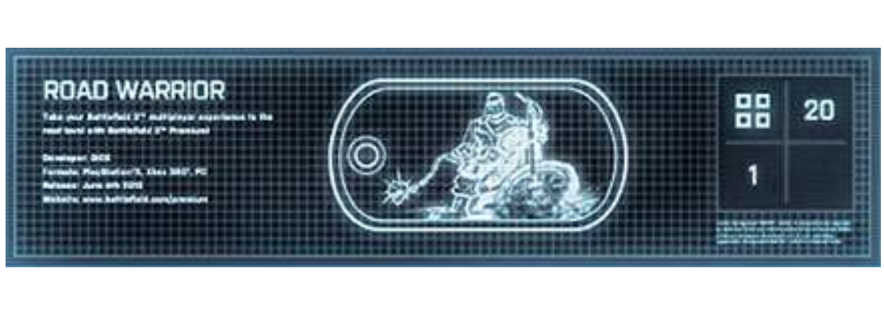


Criteria:

- From an airdropped IFV, kill an enemy soldier.
- From an airdropped IFV, destroy an enemy transport vehicle.
- From an airdropped IFV, destroy an enemy IFV.

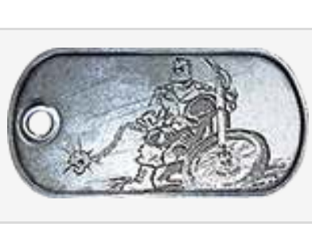
Reward:	
Look Up Dog Tag	

Road Warrior

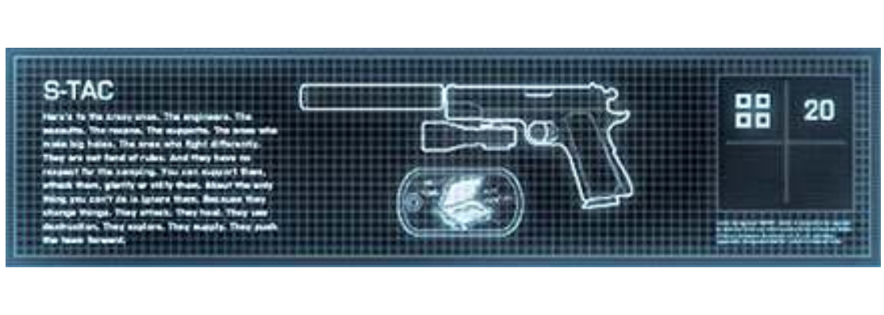


Criteria:

- Destroy 20 vehicles.
- Get a roadkill with a dirtbike.

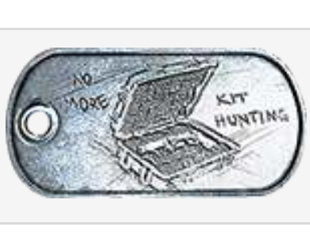
Reward:	
Road Warrior Dog Tag	
All About Precision Assignment	

All About Precision



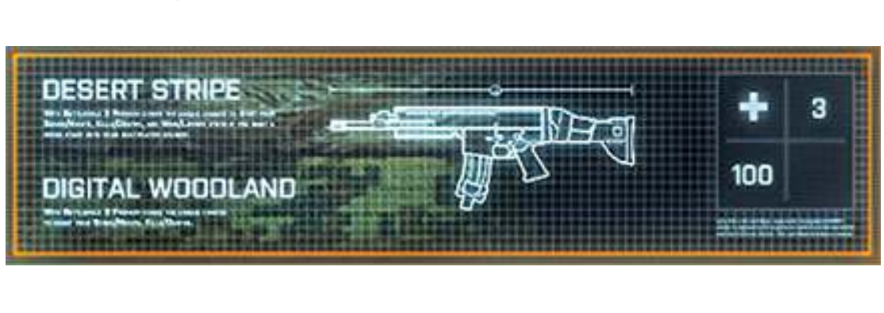
Criteria:

- Road Warrior must be completed.
- Get 20 headshots with pistols.

Reward:	
S-TAC Dog Tag	
S-TAC Pistol	

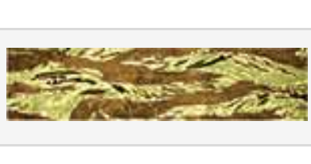
Premium Assignments: Tier 1

SCAR-L Specialist

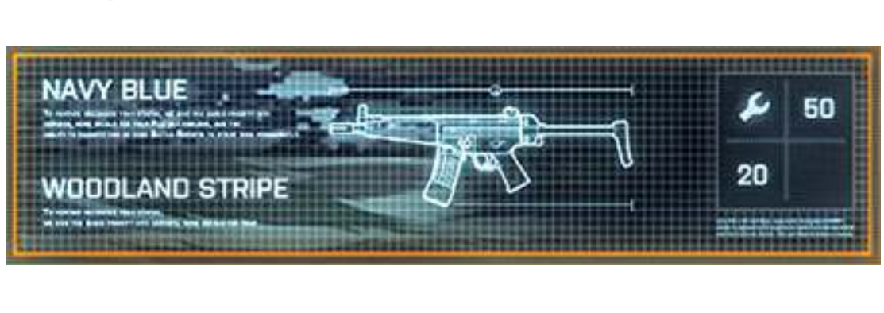


Criteria:

- Get 100 kills with the SCAR-L.

Reward:	
SCAR-L Desert Stripe Camo	
SCAR-L Digital Woodland Camo	

G53 Specialist

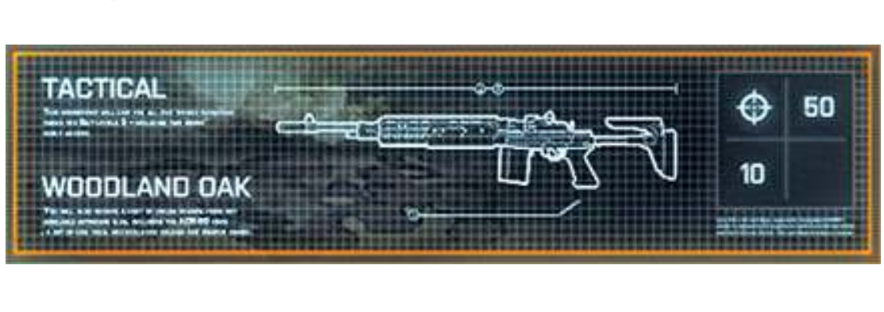


Criteria:

- Get 50 kills with the G53.
- Destroy 20 vehicles as Engineer.

Reward:	
G53 Navy Blue Camo	
G53 Woodland Stripe Camo	

M39 Specialist

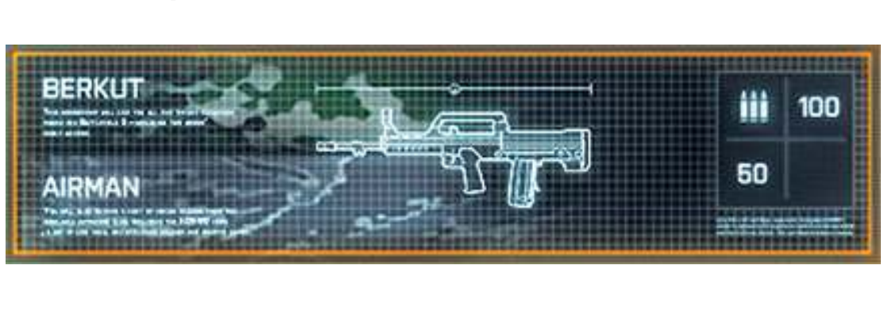


Criteria:

- Get 50 kills with the M39.
- Kill 10 enemy flag carriers in Capture the Flag.

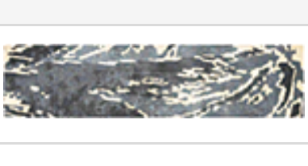
Reward:	
M39 Tactical Camo	
M39 Woodland Oak Camo	

QBB-95 Specialist

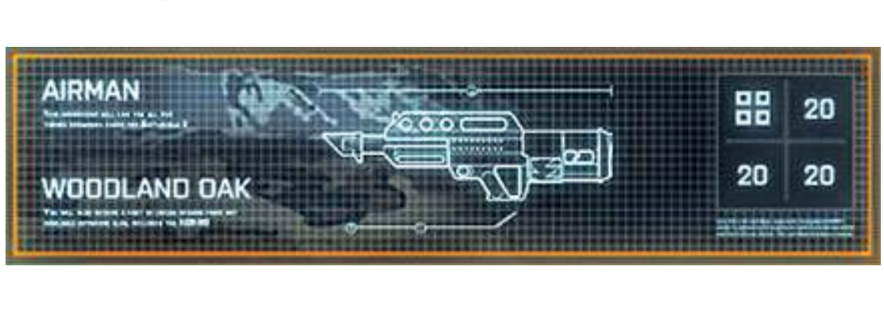


Criteria:

- Get 100 kills with the QBB-95.
- Get 50 ammo resupplies as Support.

Reward:	
QBB-95 Berkut Camo	
QBB-95 Airman Camo	

MK3A1 Specialist



Criteria:

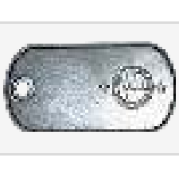
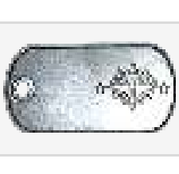
- Get 20 kills with the AK3A1 as Assault.
- Get 20 kills with the AK3A1 as Engineer.
- Get 20 kills with the AK3A1 as Support.
- Get 20 kills with the AK3A1 as Recon.

Reward:	
MK3A1 Airman Camo	
AK3A1 Woodland Oak Camo	

End Game Awards

Ribbon	Name	Criteria	Points
	Air Superiority Ribbon	Play an Air Superiority round.	
	Air Superiority Winner Ribbon	Win an Air Superiority round.	
	Capture the Flag Ribbon	Play a Capture the Flag round.	
	Capture the Flag Winner Ribbon	Win a Capture the Flag round.	
	Air Superiority Medal	Obtain the Air Superiority Winner Ribbon 50 times.	
	Capture the Flag Medal	Obtain the Capture the Flag Winner Ribbon 50 times.	

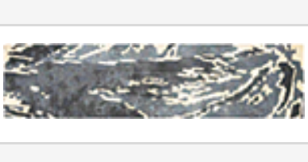
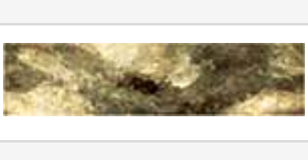
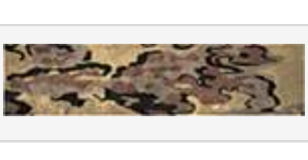
End Game Dog Tags (Left)

Dog Tag	Name	Criteria
	Capture the Flag	Play Capture the Flag 10 times.
	Capture the Flag Winner	Win Capture the Flag 10 times.
	Air Superiority	Play Air Superiority 10 times.
	Air Superiority Winner	Win Air Superiority 10 times.
	M1911 S-TAC	Obtain S-TAC Service Star 1.

End Game Dog Tags (Right)

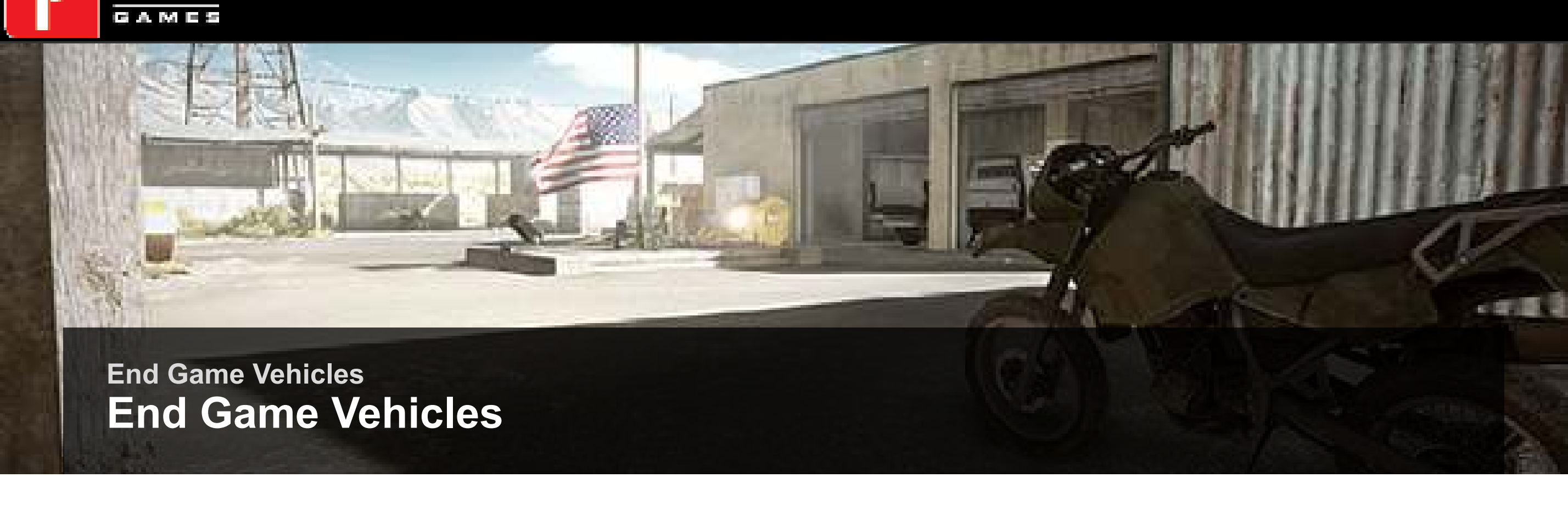
Dog Tag	Name	Criteria
	True Primary Weapon Master	Get 100 kills with each primary weapon class.
	Pancakes	Earned if the player falls over 200 m and dies from the impact.
	Motorcross	Attempt 50 jumps with a dirt-bike and get 10 kills while on a dirt-bike.
	Elite Flag Runner	Capture 50 flags in Capture the Flag game mode.
	Fly Swatter	Unlocked with Defender of Earth.
	Road Warrior	Unlocked with Road Warrior.
	Look Up	Unlocked with Fatal Drop.
	Standard Bearer	Unlocked with Scar Spangled Banner.
	S-TAC	Unlocked with All About Precision.
	Air Superiority Medal	Win Air Superiority 50 times.
	Capture the Flag Medal	Win Capture the Flag 50 times.
	M1911 S-TAC Master	Obtain S-TAC Service Star 5.
	True Combat Efficiency	Obtain the Combat Efficiency Medal.
	True Handgun Master	Get 100 handgun kills.
	Bomb Squad	Obtain 50 Anti-Explosive Ribbons.
	Squad Wiper	Obtain 50 Squad Wipe Ribbons.

End Game Weapon Camo

Dog Tag	Name	Criteria
	Navy Blue Digital	G53
	Woodland Stripe	G53
	Digital Woodland	SCAR-L
	Desert Stripe	SCAR-L
	Airman	QBB-95
	Berkut	QBB-95
	Tactical	M39
	Woodland Oak	M39
	Airman	MK3A1
	Woodland Oak	MK3A1

End Game Achievements and Trophies

Image	Name	Criteria	Gamerscore	Trophy
	AA's Revenge	Destroy an air vehicle using the AA jeeps.	20	Bronze
	Heavy Lifter	Kill an enemy after successfully paradropping an IFV.	20	Bronze
	Capture the Flag	Capture a flag while playing Capture the Flag.	20	Bronze
	It's No Sidecar	Get a kill from the passenger position on a motorcycle.	30	Silver
	Transport Pilot	Transport a flag carrier in an air vehicle while playing Capture the Flag.	30	Silver



End Game Vehicles

End Game Vehicles

Vehicles are an integral part to maintaining control and domination of your enemies on the battlefield. Whether on land or in the air, efficient use of these machines can turn the tide of a battle in either your favor or your enemies'. With Battlefield 3: End Game three new vehicles are cast into the fray, including a major strategic deployment platform, the imposing dropship. All of these prove to be highly capable and deadly additions to the battlefield.

Light Vehicles

While the Vodnik AA and the ASRAD may appear familiar to Battlefield veterans, their outfitting with an ASRAD cannon proves them to be highly capable assault vehicles across the landscapes presented in End Game. While still vulnerable to high explosives and particularly in direct combat with more powerful vehicles such as tanks and IFVs, these maneuverable light vehicles are efficient in the transport of troops to control points and M-COM stations and have enough firepower to stand on their own if the need arises. If direct conflict is not your style though, you can always opt for the newest addition to the light vehicle class: the dirtbikes. These swift and nimble vehicles may not be armored or outfitted with cannons, but the fact that they can outmaneuver any other vehicle that you may encounter makes them especially useful when flanking the enemy or taking position as a recon. Also, they are able to carry an additional passenger on board, so you can give teammates a ride with you as well. There are no vehicle unlocks or loadout options for these vehicles.

ASRAD

Nationality: US

Description: Armored jeep modified with a roof-mounted ASRAD cannon.

Vehicle Performance	
Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐🟨🟨☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	ASRAD
3	Passenger	Troop Kit
4	Passenger	Troop Kit

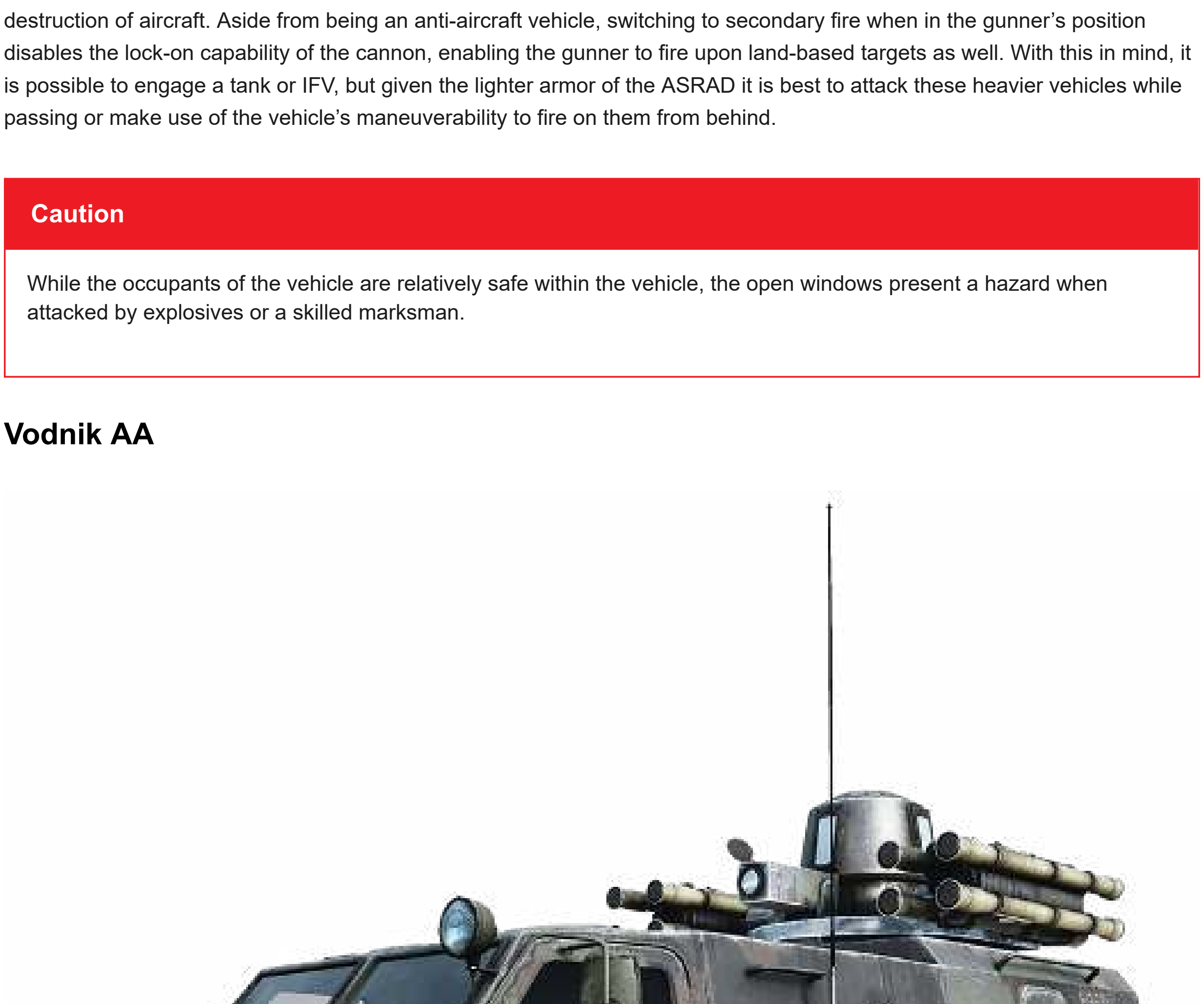
Field Notes

The ASRAD is a M1114 HMMWV that has been outfitted with a rooftop-mounted ASRAD cannon. While identical to the familiar HMMWV in terms of armor and speed, the addition of an ASRAD cannon makes this vehicle especially efficient in the destruction of aircraft. Aside from being an anti-aircraft vehicle, switching to secondary fire when in the gunner's position disables the lock-on capability of the cannon, enabling the gunner to fire upon land-based targets as well. With this in mind, it is possible to engage a tank or IFV, but given the lighter armor of the ASRAD it is best to attack these heavier vehicles while passing or make use of the vehicle's maneuverability to fire on them from behind.

Caution

While the occupants of the vehicle are relatively safe within the vehicle, the open windows present a hazard when attacked by explosives or a skilled marksman.

Vodnik AA



Nationality: RU

Description: Armored jeep modified with a roof-mounted ASRAD cannon.

Vehicle Performance	
Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐🟨🟨☐☐

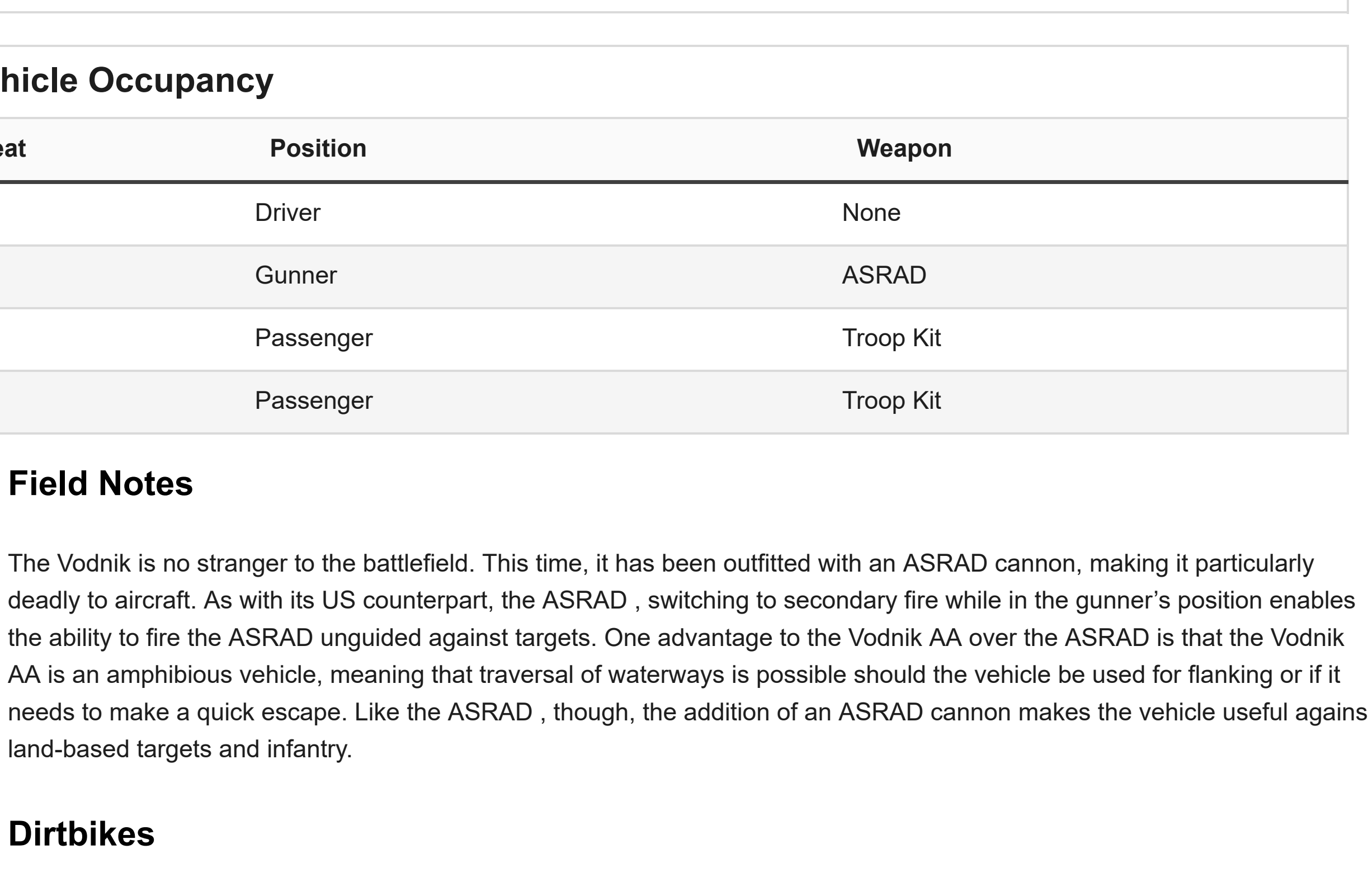
Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	ASRAD
3	Passenger	Troop Kit
4	Passenger	Troop Kit

Field Notes

The Vodnik is no stranger to the battlefield. This time, it has been outfitted with an ASRAD cannon, making it particularly deadly to aircraft. As with its US counterpart, the ASRAD , switching to secondary fire while in the gunner's position enables the ability to fire the ASRAD unguided against targets. One advantage to the Vodnik AA over the ASRAD is that the Vodnik AA is an amphibious vehicle, meaning that traversal of waterways is possible should the vehicle be used for flanking or if it needs to make a quick escape. Like the ASRAD , though, the addition of an ASRAD cannon makes the vehicle useful against land-based targets and infantry.

Dirtbikes



Nationality: US and RU

Description: Fast unarmored transport vehicle capable of carrying two persons.

Vehicle Performance	
Speed	☐🟨🟨☐☐
Armor	☐☐☐☐☐
Firepower	☐☐☐☐☐

Vehicle Occupancy

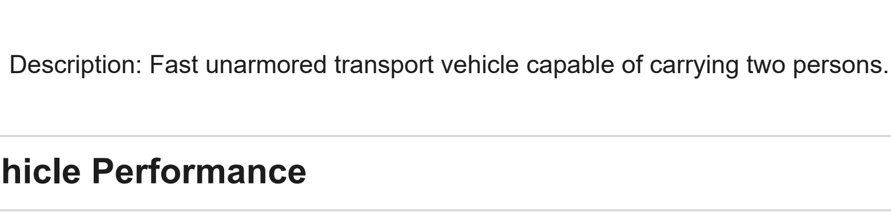
Seat	Position	Weapon
1	Driver	None
2	Passenger	Troop Kit

Field Notes

One of the fastest and the most maneuverable of the ground vehicles, the dirtbike is an unimposing transport vehicle that can quickly and efficiently navigate the battlefield, and it's small enough to enter buildings as well. While the driver may be unarmed, the passenger has full access to his own troop kit. While accuracy with a firearm is difficult when traveling at the high speeds the dirtbike is capable of, explosives, such as grenades and C4, are highly effective drive-by weapons.

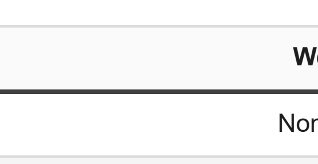
Light Vehicle-Related Assignments

Defender of the Earth

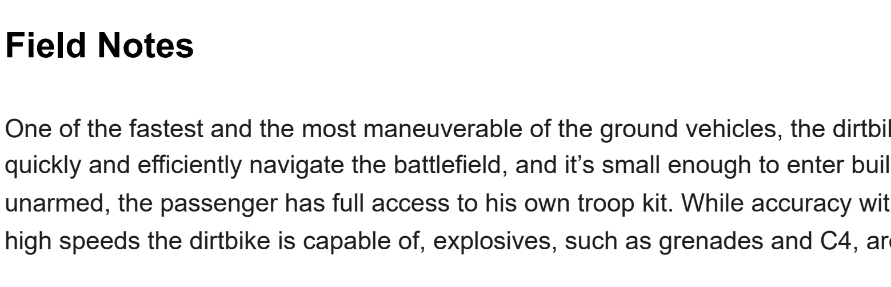


Criteria:

- Destroy five air vehicles using the AA jeeps.

Reward:	
Fly Swatter Dog Tag	

Road Warrior



Criteria:

- Destroy 20 vehicles.
- Get a roadkill with a dirtbike.

Reward:	
Road Warrior Dog Tag	
All About Precision Assignment	

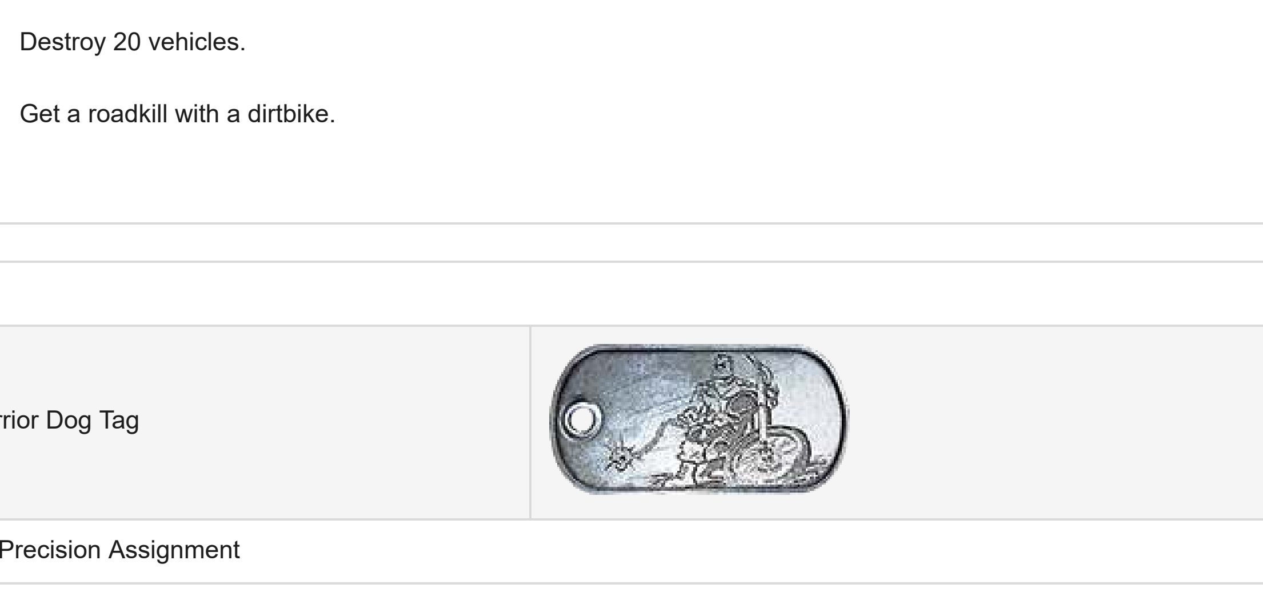
Light Vehicle Tactics

- Before riding a dirtbike, it is possible to throw an ammo crate or medic kit onto it. This effectively heals and resupplies the driver and passenger while they are on it.
- Sometimes, the most direct path is not the safest. In times like these, keep an eye out for the ramps that are located throughout the maps. Dirtbikes can take advantage of these to make quick escapes or get the jump on enemy forces.
- Dirtbikes make great bombs, too! These vehicles tend to be plentiful and maintain their momentum for some time after bailing out. So, if you don't mind destroying yours, strap some C4 to it and drive at breakneck speed toward your target and bail out; just don't forget to detonate the charge.
- The cannon on both the ASRAD and Vodnik AA has a high effective range. Use this to your advantage to protect control points and M-COMs from afar, instead of engaging the enemy at close range, where the vehicles' vulnerability to explosives can be exploited.

Dropship

One of the most strategically viable additions to the battlefield is the Dropship. This heavily armored support vehicle is afforded to a team that can control and maintain a specific control point within the field. While the aircraft itself is unarmed, the ability to deploy infantry and IFVs into the fray at a moment's notice will make this deployment platform a highly contested asset throughout the course of any battle.

Dropship



Nationality: US and RU

Description: Heavily armored airborne deployment platform capable of deployment of infantry and IFVs.

Vehicle Performance	
Speed	☐🟨🟨🟧☐
Armor	☐🟨🟨🟧☐
Firepower	☐☐☐☐☐

Vehicle Occupancy

Seat	Position	Weapon
N/A	N/A	N/A

Field Notes

Logistically, the dropship is an invaluable asset for the team in control of it. Able to drop infantry units and formidable IFVs into the field, the controlling team should expect the dropship to be subject to enemy attack the moment it appears over the battlefield. Any nearby allied aircraft should work to defend the vehicle from attack, keeping in mind that the countermeasures deployed from the dropship against locked-on weapons take a moment to reload after use. Paratroopers should also keep in mind that they are susceptible to splash damage while standing within the cargo bay of the aircraft prior to deployment.

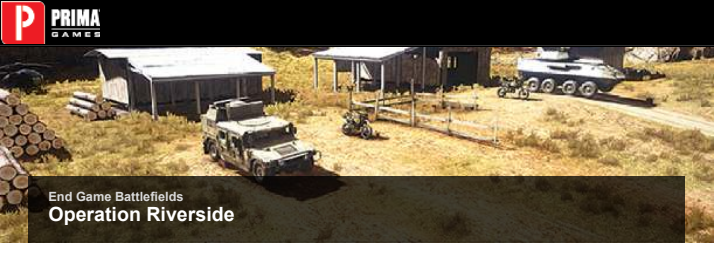
Dropship Tactics

- For units deploying into the field, they should be mindful of the dropship's position (indicated by a flashing beacon on the spawn screen minimap). Coordination of the airdrop behind enemy lines provides a chance to flank them.
- Only one airdropped IFV can be deployed at a time (except for Conquest 64 that affords two IFVs). Should the IFV be destroyed, there is a brief waiting period before another IFV can be deployed.
- During its descent, an airdropped IFV is vulnerable to attack. On the same note, the IFV can also fire its weapons, but its accuracy is greatly reduced when in the air.
- Before an airdrop, coordinate with your teammates on the ground to bombard the drop site prior to deployment

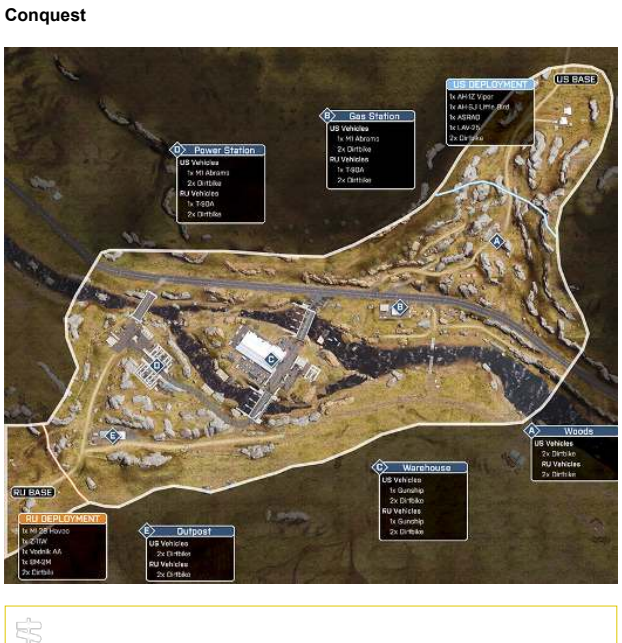
PRIMA GAMES

End Game Battlefields

Operation Riverside



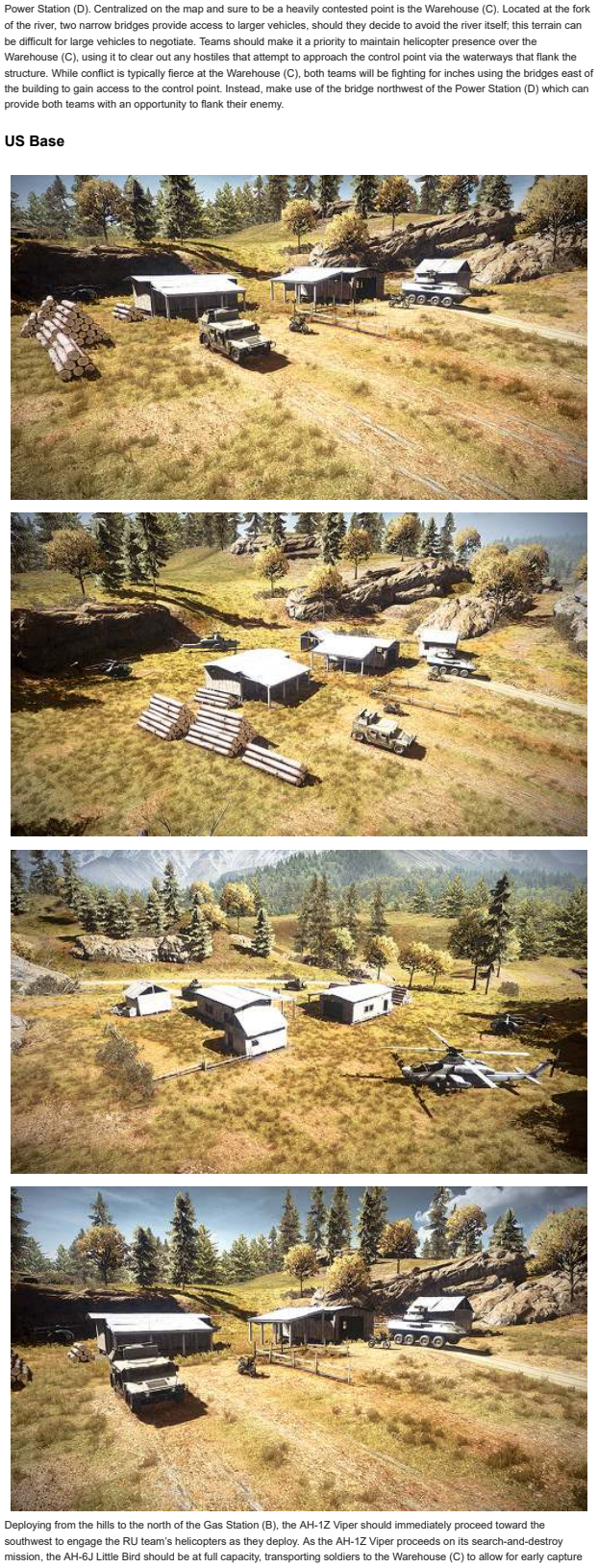
Conquest



Click here for interactive maps

The stage for Operation Riverside is set around a small hydroelectric power station that harnesses the raw power of the river that cuts through this foothill region. Its waters divide the landscape into northern and southern regions. Now, among this deceptively serene landscape, a fierce battle is underway to decide who will control this land. From the onset of the battle, the two opposing forces must rush to capture and control the highest number of the five control points available. Deploying from the hills northeast of the Warehouse (C), the US team has the best chance of capturing and holding the Woods (A) and the Gas Station (B) early on in the match, as long as they remain vigilant at staving off attacks along the riverbanks. From a makeshift base in the southwest, the RU team will quickly be able to capture and maintain a presence at the Outpost (E) and Power Station (D). Centralized on the map and sure to be a heavily contested point is the Warehouse (C). Located at the fork of the river, two narrow bridges provide access to larger vehicles, should they decide to avoid the river itself; this terrain can be difficult for large vehicles to negotiate. Teams should make it a priority to maintain helicopter presence over the Warehouse (C), using it to clear out any hostiles that attempt to approach the control point via the waterways that flank the structure. While conflict is typically fierce at the Warehouse (C), both teams will be fighting for inches using the bridges east of the building to gain access to the control point. Instead, make use of the bridge northwest of the Power Station (D) which can provide both teams with an opportunity to flank their enemy.

US Base



Deploying from the hills to the north of the Gas Station (B), the AH-1Z Viper should immediately proceed toward the southwest to engage the RU team's helicopters as they deploy. As the AH-1Z Viper proceeds on its search-and-destroy mission, the AH-6J Little Bird should be at full capacity, transporting soldiers to the Warehouse (C) to allow for early capture of the clinch point. After dropping off troops at the Warehouse (C), the AH-6J Little Bird should continue to the southwest and assist the AH-1Z Viper while maintaining a patrol of the Power Station (D) until ground forces arrive. The rocky hill south of the Power Station is vulnerable to attacks by infantry or dirtbikes, but the primary goal of the AH-6J Little Bird here is to stave off the advancement of heavily armored vehicles from the southwest, where the Outpost (E) is likely to be held by RU forces. With the AH-6J Little Bird patrolling the area north of the Outpost (E), the AH-1Z Viper should patrol the road that runs east from the point. Also, while the Woods (A) and Gas Station (B) are tempting to capture immediately due to their proximity to the base, the capture of these points should be the focus of ground forces as they proceed south to engage the enemy. While effective against aircraft, the ASRAD should be patrolling the road that runs east to west across the map, and making use of its unguided rockets to bombard enemies approaching the Power Station and the area to the west of the Warehouse.

RU Base

Considering their relatively close proximity to the RU base, the Outpost (E) and Power Station (D) should be a priority for the dirtbikes, BMP-2M, and the Vodnik AA, all of which should be loaded to capacity. One of the dirtbike passengers should get off at the Outpost (E) to capture it. Moving with the convoy, the dirtbikes and Vodnik AA should proceed northeast to capture the Power Station (D), while the BMP-2M proceeds north from the Outpost (E), crossing the bridge that passes over the river. After crossing, the BMP-2M should proceed east to engage the US team as their ground forces make their way downhill. While the ground forces are moving into position, the Z-11W should take off from the base at full capacity and make its way to the Warehouse (C), which by this time will likely have US dirtbikes present on the building's east side. Because of this, drop off soldiers near the west entrance of the Warehouse. By now, the Mi-28 Havoc should be patrolling the eastern side of the map for enemy helicopters and eliminating any threat on the east side of the Warehouse (C) grounds to provide a distraction as the RU troops enter from the west side of the building to claim the point.

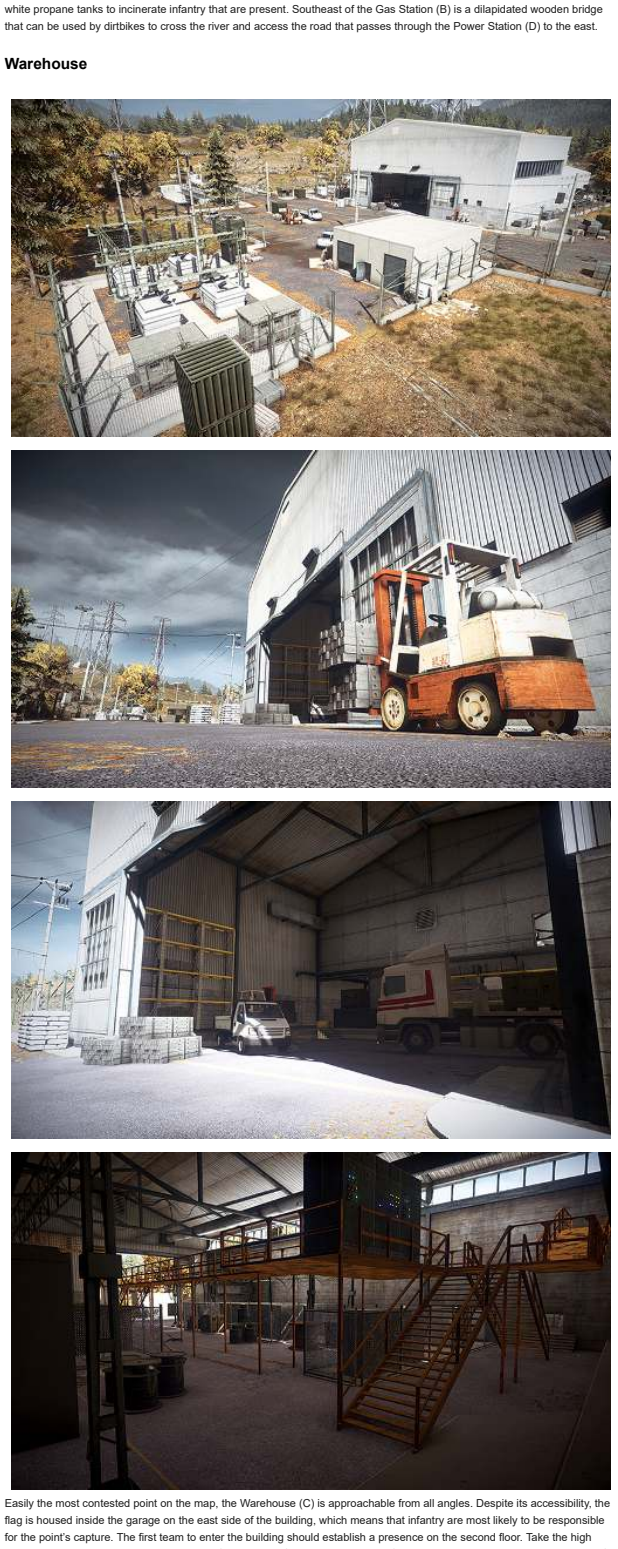
Woods

The Woods (A) is a forested area with little cover, but it does serve a strategic purpose aside from being the easiest point to control for the US team. The control point is atop a rocky hill, and given that the only attack options are by air or flanking, it provides sniper with a chance to monitor activity at the Gas Station (B). Because it is very close in proximity to the US base, it is not the best option for an RU sniper to play lone wolf when trying to protect the Gas Station (B). Instead, if the RU team can position a squad here, they effectively can cut off any land vehicles that deploy from the US base. This is something that the US team should take into consideration and thus maintain vigilance in controlling the point.

Gas Station

Positioned along the riverbank, the Gas Station (B) is particularly vulnerable to being assaulted from the south. Any troops positioned here are likely to be focused on the chaos of the firefight underway at the Warehouse (C). US forces can effectively defend this location by stationing a sniper along the brush of the rocky outlook around the Woods (A). Vehicles should be wary when approaching or passing by the Gas Station (B), as the brush and high fences west of the building provide a great opportunity for Engineer and Support class soldiers to make use of their explosives arsenal. A good method for clearing the area around the Gas Station is to use explosives or heavy weapons to destroy the gas tanks and nearby white propane tanks to incinerate infantry that are present. Southeast of the Gas Station (B) is a dilapidated wooden bridge that can be used by dirtbikes to cross the river and access the road that passes through the Power Station (D) to the east.

Warehouse



Easily the most contested point on the map, the Warehouse (C) is approachable from all angles. Despite its accessibility, the flag is housed inside the garage on the east side of the building, which means that infantry are most likely to be responsible for the point's capture. The first team to enter the building should establish a presence on the second floor. Take the high ground and use the catwalks to monitor the flag instead of being on the ground floor, which is susceptible to the weapons of heavily armored vehicles that may try to smoke out a squad holed up inside. Taking that into account, any heavy vehicles are likely to be patrolling and passing the east side of the grounds that are accessible via the bridges that cross the river. Instead of making a direct approach to capture the Warehouse (C), enter the building by way of the west side, which can be approached by crossing the river. When doing so, teams should try to coordinate a helicopter to fire on forces present on the east side of the property. Doing so will provide a distraction while a squad enters from the west to capture the point.

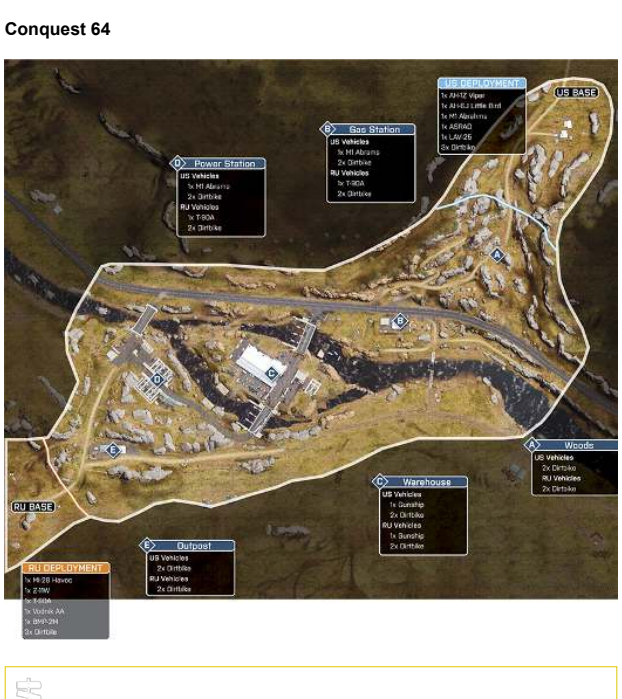
Power Station

Likely to be controlled by the RU team due to its close proximity to their base, the Power Station (D) can provide a clinch point for US forces looking to hold the Warehouse (C). One caveat to this point is that while the road that passes between the Power Station (D) can be travelled by tanks and other heavy vehicles, the concrete walls that flank it make turning difficult, leaving the rear of the vehicle exposed and vulnerable to C4 attack. For the team defending this point, they should be setting mines at each end of the Power Station (D), forcing larger vehicles to stop and leaving them vulnerable to attack. To the southeast of the control point are some blue shipping containers stacked atop one another. These containers provide good cover to initiate an ambush on forces entering the area.

Outpost

The Outpost (E) is similar in strategic significance to the Woods (A). More than likely, this point will be controlled by the RU team throughout the course of a match. From here, the road heading east can be used to flank US forces by following it across the river and bombarding US forces as they deploy from the north. Now, for the US team looking to take control of this point, coming from the road that runs north from the Outpost (E) is sure to be met with heavy resistance without air support. Instead, the US team should opt to approach from the east to capture this point. As for maintaining control of this area, the rocky ridge to the north provides a great lookout spot, and soldiers on this elevated position will have some room to avoid enemy fire. It is best to make use of traps like claymores and mines in this area to deter hostiles, instead of using heavily armored vehicles, as the point is relatively out of the way from the Warehouse (C) and Power Station (D), where most of the conflict will take place.

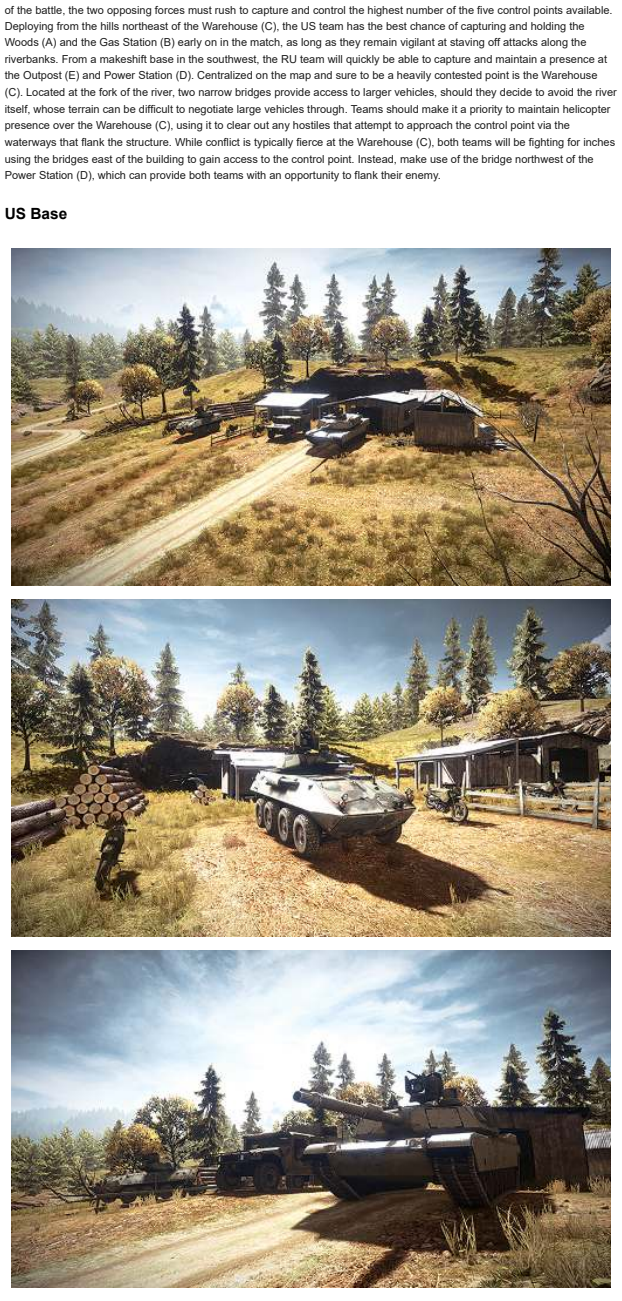
Conquest 64



Click here for interactive maps

The Conquest 64 version of the Operation Riverside map is identical to its Conquest counterpart—with two exceptions. Each team begins the match with a tank and an additional dirtbike, which is accessible from their deployment site. From the onset of the battle, the two opposing forces must rush to capture and control the highest number of the five control points available. Deploying from the hills northeast of the Warehouse (C), the US team has the best chance of capturing and holding the Woods (A) and the Gas Station (B) early on in the match, as long as they remain vigilant at staving off attacks along the riverbanks. From a makeshift base in the southwest, the RU team will quickly be able to capture and maintain a presence at the Outpost (E) and Power Station (D). Centralized on the map and sure to be a heavily contested point is the Warehouse (C). Located at the fork of the river, two narrow bridges provide access to larger vehicles, should they decide to avoid the river itself, whose terrain can be difficult to negotiate for large vehicles. Teams should make it a priority to maintain helicopter presence over the Warehouse (C), using it to clear out any hostiles that attempt to approach the control point via the waterways that flank the structure. While conflict is typically fierce at the Warehouse (C), both teams will be fighting for inches using the bridges east of the building to gain access to the control point. Instead, make use of the bridge northwest of the Power Station (D) which can provide both teams with an opportunity to flank their enemy.

US Base

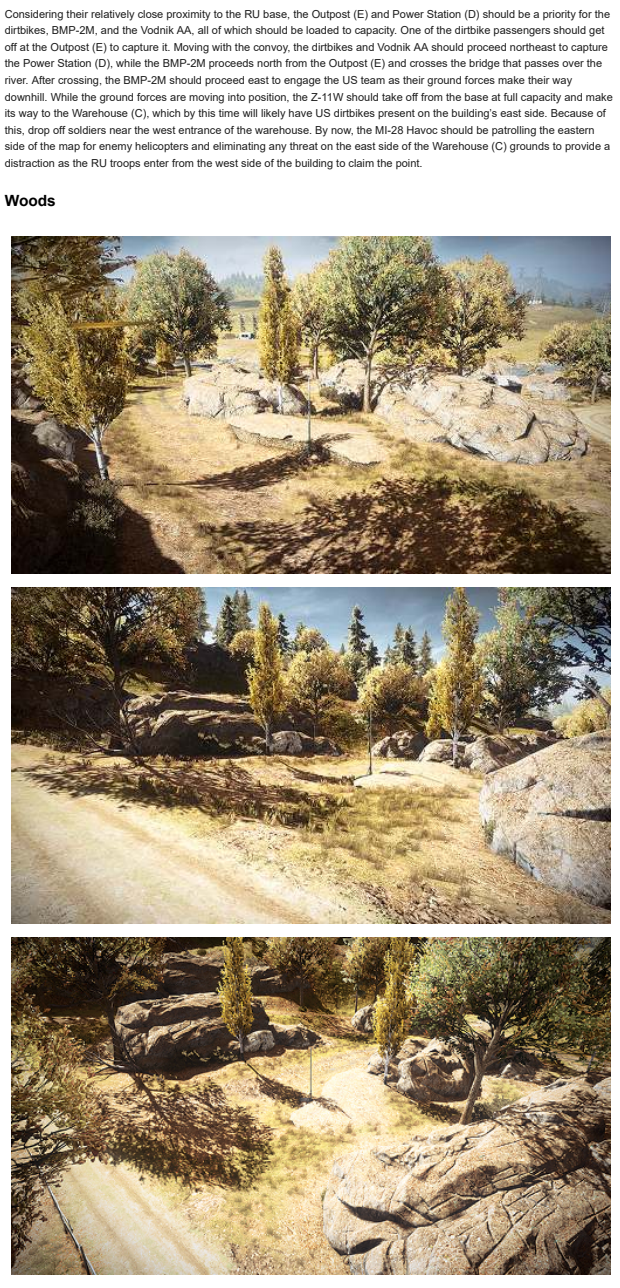


Deploying from the hills to the north of the Gas Station (B), the AH-1Z Viper should immediately proceed toward the southwest to engage the RU team's helicopters as they deploy. As the AH-1Z Viper proceeds on its search-and-destroy mission, the AH-6J Little Bird should be at full capacity, transporting soldiers to the Warehouse (C) to allow for early capture of the clinch point. After dropping off troops at the Warehouse (C), the AH-6J Little Bird should continue to the southwest and assist the AH-1Z Viper while maintaining a patrol of the Power Station (D) until ground forces arrive. The rocky hill south of the Power Station is vulnerable to attacks by infantry or dirtbikes, but the primary goal of the AH-6J Little Bird here is to stave off the advancement of heavily armored vehicles from the southwest, where the Outpost (E) is likely to be held by RU forces. With the AH-6J Little Bird patrolling the area north of the Outpost (E), the AH-1Z Viper should patrol the road that runs east from the point. Also, while the Woods (A) and Gas Station (B) are tempting to capture immediately due to their proximity to the base, the capture of these points should be the focus of ground forces as they proceed south to engage the enemy. While effective against aircraft, the ASRAD should be patrolling the road that runs east to west across the map, and making use of its unguided rockets to bombard enemies approaching the Power Station and the area to the west of the Warehouse.

RU Base

Considering their relatively close proximity to the RU base, the Outpost (E) and Power Station (D) should be a priority for the dirtbikes, BMP-2M, and the Vodnik AA, all of which should be loaded to capacity. One of the dirtbike passengers should get off at the Outpost (E) to capture it. Moving with the convoy, the dirtbikes and Vodnik AA should proceed northeast to capture the Power Station (D), while the BMP-2M proceeds north from the Outpost (E) and crosses the bridge that passes over the river. After crossing, the BMP-2M should proceed east to engage the US team as their ground forces make their way downhill. While the ground forces are moving into position, the Z-11W should take off from the base at full capacity and make its way to the Warehouse (C), which by this time will likely have US dirtbikes present on the building's east side. Because of this, drop off soldiers near the west entrance of the warehouse. By now, the Mi-28 Havoc should be patrolling the eastern side of the map for enemy helicopters and eliminating any threat on the east side of the Warehouse (C) grounds to provide a distraction as the RU troops enter from the west side of the building to claim the point.

Woods

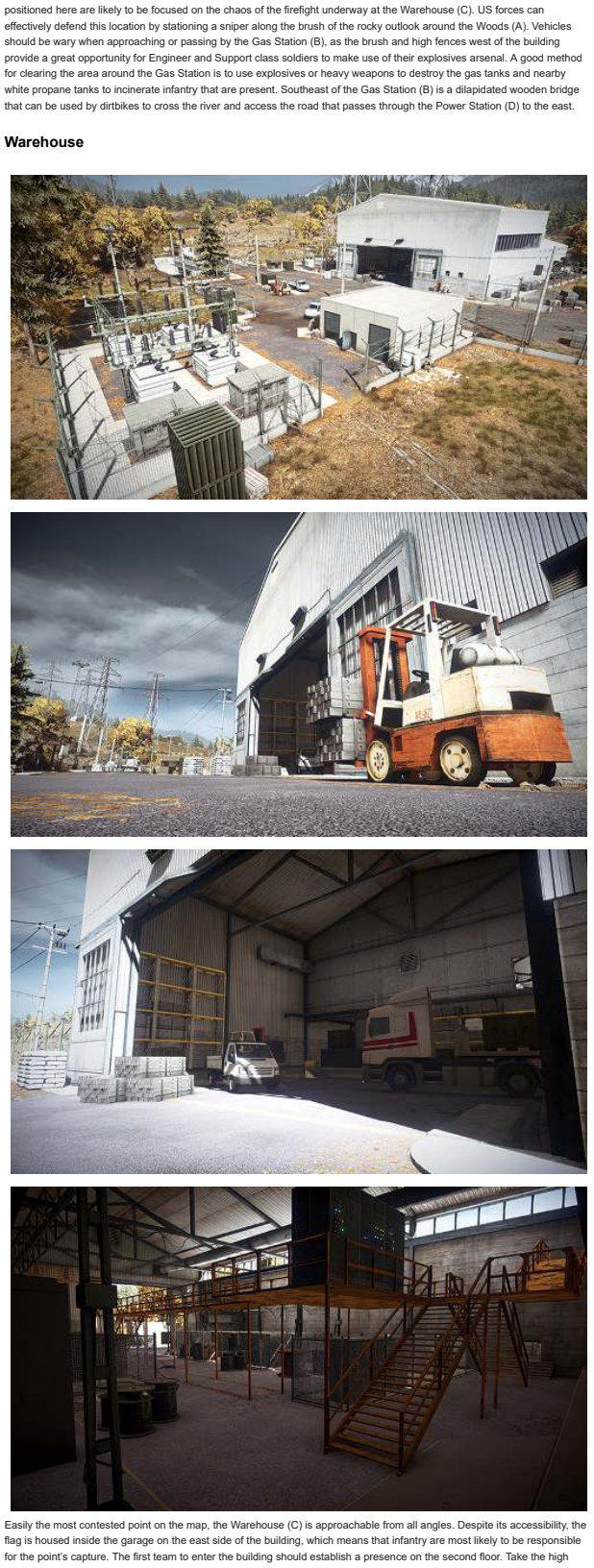


The Woods (A) is a forested area with little cover, but it does serve a strategic purpose aside from being the easiest point to control for the US team. The control point is atop a rocky hill, and given that the only attack options are by air or flanking, it provides sniper with a chance to monitor activity at the Gas Station (B). Because it is very close in proximity to the US base, it is not the best option for an RU sniper to play lone wolf when trying to protect the Gas Station (B). Instead, if the RU team can position a squad here, they effectively can cut off any land vehicles that deploy from the US base. This is something that the US team should take into consideration and thus maintain vigilance in controlling the point.

Gas Station

Positioned along the riverbank, the Gas Station (B) is particularly vulnerable to being assaulted from the south. Any troops positioned here are likely to be focused on the chaos of the firefight underway at the Warehouse (C). US forces can effectively defend this location by stationing a sniper along the brush of the rocky outlook around the Woods (A). Vehicles should be wary when approaching or passing by the Gas Station (B), as the brush and high fences west of the building provide a great opportunity for Engineer and Support class soldiers to make use of their explosives arsenal. A good method for clearing the area around the Gas Station is to use explosives or heavy weapons to destroy the gas tanks and nearby white propane tanks to incinerate infantry that are present. Southeast of the Gas Station (B) is a dilapidated wooden bridge that can be used by dirtbikes to cross the river and access the road that passes through the Power Station (D) to the east.

Warehouse



Easily the most contested point on the map, the Warehouse (C) is approachable from all angles. Despite its accessibility, the flag is housed inside the garage on the east side of the building, which means that infantry are most likely to be responsible for the point's capture. The first team to enter the building should establish a presence on the second floor. Take the high ground and use the catwalks to monitor the flag instead of being on the ground floor, which is susceptible to the weapons of heavily armored vehicles that may try to smoke out a squad holed up inside. Taking that into account, any heavy vehicles are likely to be patrolling and passing the east side of the grounds that are accessible via the bridges that cross the river. Instead of making a direct approach to capture the Warehouse (C), enter the building by way of the west side, which can be approached by crossing the river. When doing so, teams should try to coordinate a helicopter to fire on forces present on the east side of the property. Doing so will provide a distraction while a squad enters from the west to capture the point.

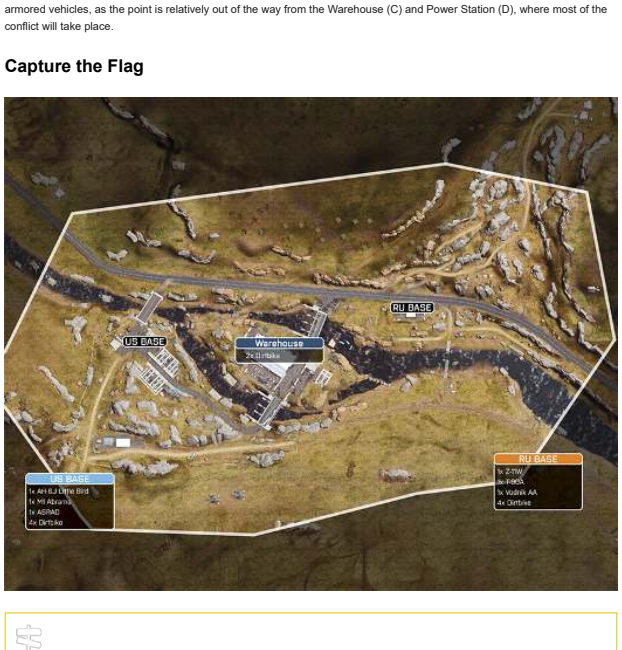
Power Station

Likely to be controlled by the RU team due to its close proximity to their base, the Power Station (D) can provide a clinch point for US forces looking to hold the Warehouse (C). One caveat to this point is that while the road that passes between the Power Station (D) can be travelled by tanks and other heavy vehicles, the concrete walls that flank it make turning difficult, leaving the rear of the vehicle exposed and vulnerable to C4 attack. For the team defending this point, they should be setting mines at each end of the Power Station (D), forcing larger vehicles to stop and leaving them vulnerable to attack. To the southeast of the control point are some blue shipping containers stacked atop one another. These containers provide good cover to initiate an ambush on forces entering the area.

Outpost

The Outpost (E) is similar in strategic significance to the Woods (A). More than likely, this point will be controlled by the RU team throughout the course of a match. From here, the road heading east can be used to flank US forces by following it across the river and bombarding US forces as they deploy from the north. Now, for the US team looking to take control of this point, coming from the road that runs north from the Outpost (E) is sure to be met with heavy resistance without air support. Instead, the US team should opt to approach from the east to capture this point. As for maintaining control of this area, the rocky ridge to the north provides a great lookout spot, and soldiers on this elevated position will have some room to avoid enemy fire. It is best to make use of traps like claymores and mines in this area to deter hostiles, instead of using heavily armored vehicles, as the point is relatively out of the way from the Warehouse (C) and Power Station (D), where most of the conflict will take place.

Capture the Flag



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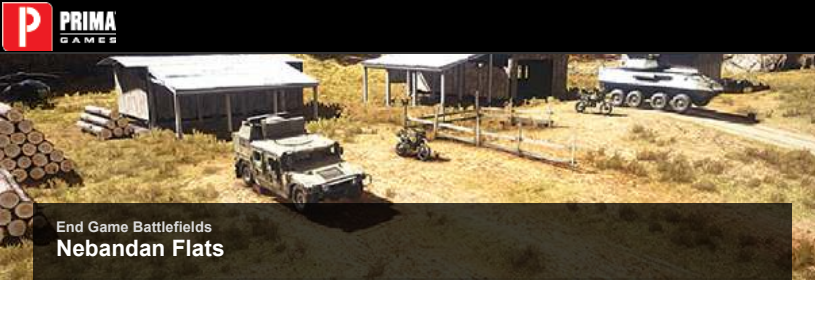
During Capture the Flag on Operation Riverside, the map nearly resembles its Conquest counterpart. The only exception is that the US team deploys from the Outpost, with their flag being to the north of the Outpost, due west of the Power Station. The RU team, on the other hand, deploys near the Woods and their flag is located slightly south, at the Gas Station. This map offers plenty of opportunities to flank the enemy and effectively get the drop on them. Instead of an entire team capturing their enemy's flag through brute force and speed, a squad and an anti-aircraft vehicle—preferably the ASRAD or Vodnik AA—should remain at their respective flags to stave off any threat posed by the opposing team's helicopter. While the bridge to the northwest of the map can be used as a thoroughfare between the two bases, it is likely to be loaded with mines. The same might be true of the road that connects the Warehouse with the Power Station. In this case, the best option would be to negotiate the river by dirtbike, as these swift vehicles can negotiate the riverbank terrain with ease. Aside from the vehicles provided at each of the team's respective bases, there are also two dirtbikes located on the east side of the Warehouse, which is conveniently centralized on the map.

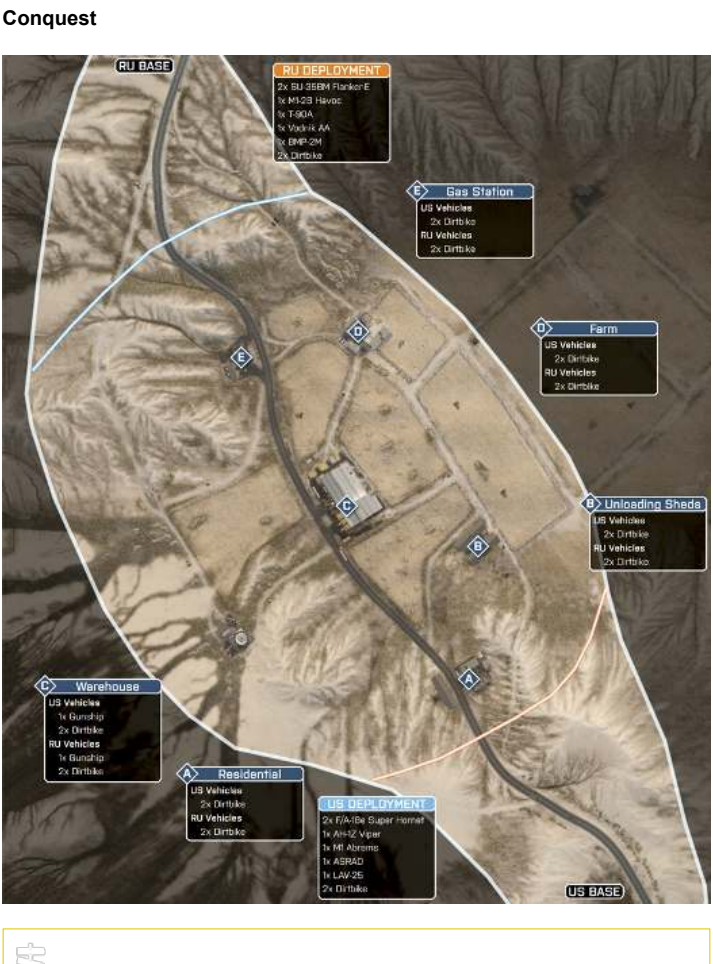
US Base



End Game Battlefields

Nebandan Flats

Conquest



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The Nebandan Flats are dusty windswept plains that have recently peaked the interest of a large agricultural firm. With methods of desert farming proving successful in other dry climates such as those present in Australia, Israel, and California's Imperial Valley, desert farming can be a lucrative investment for regions that lack exportable goods. Of course, this is only a cover story to conceal the much more lucrative business of the supply and storage of weapons within the warehouse located on the plot of land where the farming operation is taking place. Two opposing forces will engage each other on this desolate landscape—with the victor reaping the spoils. Five control points are contested during this game mode. The US team makes their approach from the southeast, and they will quickly have control of the Residential (A) control point and the Unloading Sheds (B) to the northeast. The RU team enters the fray from the northwest, and therefore the Gas Station (E) and the Farm (D) east of it will quickly be under the control of the RU team. At this point, the battle will turn to the Warehouse (C) which is central on the map. The flag is positioned inside of the Warehouse (C), and combination of the building's multitiered interior and the multitude of shipping containers stored within result in vicious close-quarters combat when engaging the enemy. Because the interior is as confined as it is, teams should focus on entering from multiple sides of the Warehouse (C) to overpower and flush out any hostiles that may be within.

US Base

Deploying from the southeast end of the map, the US team can quickly secure the Residential (A) control point and Unloading Sheds (B). From here, the team can advance to the Warehouse (C) and claim the point to gain control of the dropship. Since it is very likely that the RU team will be advancing to the Warehouse (C) at this time, a good strategy is to maintain a presence at the Unloading Sheds (B) to protect the area south, then proceed to and capture the Farm (D) instead of the Warehouse (C). Once the Farm (D) is captured, it is likely to splinter the RU team away from attacking the attractive Warehouse (C) control point. Once the RU team is further fragmented, the US team can advance from the Unloading Sheds (B) and capture the Warehouse (C), and now with the dropship under allied control, the aircraft can be used to bombard the enemy during their attempt to reclaim the Farm (D). Through most of the battle, the Gas Station (E) will likely be held by the RU team, but considering the relative distance from most other control points, this does not pose any immediate threat to the US team.

RU Base

With their deployment being from the northwest, the RU team is set to quickly claim the control points at the Gas Station (E), with the Farm (D) to follow soon after. Both of these points are equal in distance to the next control point, the Warehouse (C). When capturing this point, one squad should proceed into the building via the large hangar door on the north side, while another squad climbs to the top of the building by way of the ladder on the building's east side. From the roof, the squad can observe the approach of any hostiles that may be coming from the south. Should the RU team as a whole attempt to capture the Unloading Sheds (B) or the Residential (A), expect US forces to attempt to capitalize on the move south to flank and gain control of the Warehouse (C). Helicopters and dirtbikes are the most useful vehicles for getting in close to these points without sacrificing position at the northern control points.

Residential

Because it is at the far south end of the map, this point will likely be under the control of the US team for most of the match. Most of the conflict will occur from the west of the point, as the road that runs through the length of the map is on this side. This point is of more value to the US team, though, as having the enemy control this point can cut off the supply of vehicles that deploy from their base. When guarding this point against attack, it is best to avoid the balcony overlooking the flag. Instead, opt to use the nearby window to spot approaching enemies and then rain down fire upon them. Another location to spot from is the covered area on the west side of the road, as the shipping containers provide ample cover should the squad be spotted.

Unloading Sheds

The Unloading Sheds (B) are a covered depot where the farm vehicles are parked when they are not in use. This point is located east of the Warehouse (C) and may seem open to attack, but the heavy machinery and shipping containers provide a good amount of cover, obscuring units that may be present there. Although this point is likely to be held by the US team, it is a wild card given the proximity of the base to the Warehouse (C), where most of the combat will be taking place. When attempting to capture this location, teams should be aware of the small office located at the west side of the area. This office can be accessed by shooting the door down. Larger vehicles should avoid entering the area between the covered vehicles, as a quick escape from a squad wielding explosives can be nearly impossible without suffering damage. On the other hand, dirtbikes are well suited to attacking this point, as they can enter quickly and escape if the need arises via the tight confines between the shipping containers.

Warehouse

The most contested point in the battle, the Warehouse (C) is a large central structure surrounded by open fields. The flag itself is located inside the building, in a large room that houses shipping containers. Considering that the Warehouse is accessible via the two large hangar doors on the building's north and south sides, as well as by a small doorway near the ladder on the east side, the best place to be within the flag space is on the catwalks overlooking the shipping containers. These catwalks provide an opportunity to observe any hostiles that may be entering from the large hangar door to the north and the small doorway to the east. But hanging out in here too long could prove fatal, as routes of escape can be easily cut off. Another option to monitor activity inside of the Warehouse (C) is through the yellow windows on the roof. These windows can be observed by climbing the ladder on the building's east side, and they give a view of the interior. Another advantage of climbing onto the roof is that troops can ascend to the highest level of the roof by using a second and third ladder, which results in a bird's-eye view of all directions surrounding the Warehouse (C).

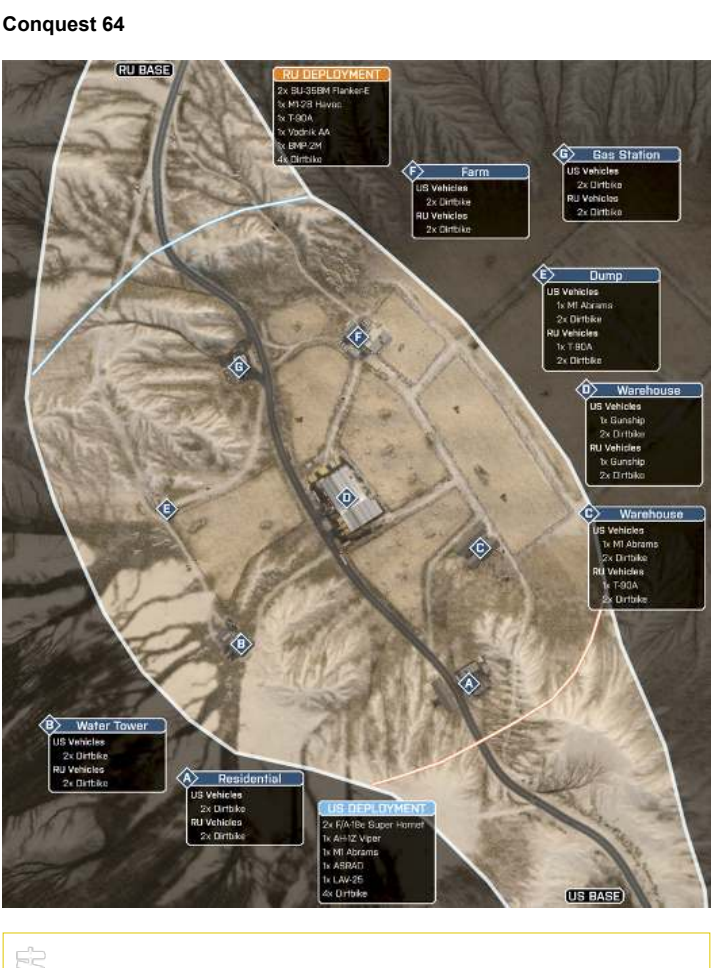
Farm

Located on the north side of the map and east of the Gas Station, the Farm (D) is a dilapidated stable flanked by two carports and a makeshift office building. The flag is between these buildings, so capturing it can be precarious. The stables allow for ambushing any enemy soldiers that are attempting to capture the flag, as there are entrances on each side of the building as well as windows on the north and south sides. Staying inside of the stables can be dangerous, though, as there is little cover from enemy fire aside from the cattle carcasses inside. Given the Farm's proximity to the RU team's deployment, they most likely will capture this point early on in the match. However, they are likely to move on due to its distance from other control points. This is the opportunity for the US team to advance and capture the point as their own. Note that the point is accessible from the north and the south by larger vehicles, but if there are mines in place, this can put these large and awkward vehicles in peril. Instead of rushing the point with these larger vehicles, teams should allow dirtbikes to enter the capture area, while providing heavy armored support from afar.

Gas Station

The Gas Station (E) is located to the northwest of the Warehouse (C) and because it is so close to the RU team's deployment, will be held by them early on. The flag is positioned near a white truck parked near the gas pumps. Although the team might hesitate when approaching because of possible occupants of the white office building on site, the real danger is that it is possible for enemies to be on the west side of the building and go prone to observe the gas pumps. Lying prone on the west side of the building is ideal for lying in wait until the enemy attempts to capture the control point, as you will see your enemy before they ever see you. The position of the Gas Station (E) on the map, centralized in the north, allows for a spawn point that can easily access southern control points such as the Warehouse (C), as it is set upon the road that cuts through the map. The road provides a quick escape route as well, should the need arise.

Conquest 64



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The Conquest 64 version of Nebandan Flats expands the map territory to include two additional control points to the west. These are the Water Tower (B) to the southwest and the Dump (E) to the northwest. The addition of these points shifts the balance to the favor of the RU team, as the north end of the map has the Dump (E), Farm (F), and Gas Station (G) in close proximity to one another, which provides a quick deployment to the Warehouse (D) from these spawn points. That's not to say that the US team was left without a bonus though, as the Water Tower (B), which is west of Warehouse (D), provides a lookout point over the Gas Station (G), the Dump (E), Warehouse (D), Unloading Sheds (C), and Residential (A), should a recon class soldier be airdropped onto the balcony surrounding the Water Tower (B). Given the increased size of this map, be sure to make use of the dirtbikes, as well as other vehicles when traversing the arid landscape to quickly get the jump on control points before the enemy has a chance to do so.

US Base

Deploying from the southeast end of the map, the US team is able to quickly secure the Residential (A) control point and Unloading Sheds (C). From here, the team can advance to the Warehouse (D) and claim the point to gain control of the dropship. Since it is very likely that the RU team will be advancing to the Warehouse (D) at this time, a good strategy is to maintain a presence at the Water Tower (B) to protect the area south, then proceed to and capture the Farm (F) instead of the Warehouse (C). Once the Farm (F) is captured, it is likely to splinter the RU team away from attacking the attractive Warehouse (D) control point. Once the RU team is further fragmented, the US team can advance from the Unloading Sheds (C) and capture the Warehouse (D), and now with the dropship under allied control, the aircraft can be used to bombard the enemy during their attempt to reclaim the Farm (F). Through most of the battle, the Gas Station (G) and the Dump (E) will likely be held by the RU team, but considering the relative distance from most other control points, this does not pose any immediate threat to the US team.

RU Base

With their deployment being from the northwest, the RU team is set to quickly claim the control points at the Gas Station (G) and the Farm (F), with the Dump (E) to follow soon after. Both the Gas Station (G) and the Farm (F) are nearly equal in distance to the next control point, the Warehouse (C). When capturing this point, one squad should proceed into the building via the large hangar door on the north side, while another squad should climb to the top of the building by way of the ladder on the building's east side. From the roof, the squad can observe the approach of any hostiles that may be coming from the south. When attempting to acquire the Water Tower (B), Unloading Sheds (C), or the Residential (A), the team should expect US forces to attempt to gain control of the Warehouse (D). Helicopters and dirtbikes are the most useful vehicles for getting in close to these points without sacrificing position at the northern control points.

Residential

Because it is at the far south end of the map, this point will likely be under the control of the US team for most of the match. Most of the conflict will occur from the west of the point, as the road that runs through the length of the map is on this side. This point is of more value to the US team, though, as having the enemy control this point can cut off the supply of vehicles that deploy from their base. When guarding this point against attack, it is best to avoid the balcony overlooking the flag. Instead, opt to use the nearby window to spot approaching enemies and then rain down fire upon them. Another location to spot from is the covered area on the west side of the road, as the shipping containers provide ample cover should the squad be spotted.

Water Tower

The Water Tower (B) is located west of the Warehouse (D). This tall structure can be seen from most parts of the map west of the Warehouse (D). One strategic advantage to holding this point is gained by airdropping a recon soldier onto the balcony that wraps around the tower. From this vantage point, the soldier can monitor the Gas Station (G), the Dump (E), Warehouse (D), Unloading Sheds (C), and Residential (A). This can provide an early warning of troop movements around the map and assist in getting the jump on the enemy. The immediate area surrounding the Water Tower (B) is full of cover and prone to units camping in this location. When attempting to capture this unimposing control point from the enemy, be sure to approach indirectly in case enemy soldiers are present.

Unloading Sheds

The Unloading Sheds (C) are a covered depot where the farm vehicles are parked when they are not in use. This point is located east of the Warehouse (D) and may seem open to attack, but the heavy machinery and shipping containers provide a good amount of cover, obscuring units that may be present there. Although this point is likely to be held by the US team, it is a wild card given the proximity of the base to the Warehouse (D), where most of the combat will be taking place. When attempting to capture this location, teams should be aware of the small office located at the west side of the area. This office can be accessed by shooting the door down. Larger vehicles should avoid entering the area between the covered vehicles, as a quick escape from a squad wielding explosives can be nearly impossible without suffering damage. On the other hand, dirtbikes are well suited to attacking this point, as they can enter quickly and escape if the need arises via the tight confines between the shipping containers.

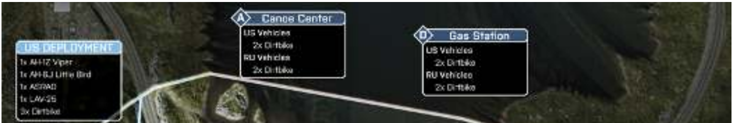
Warehouse

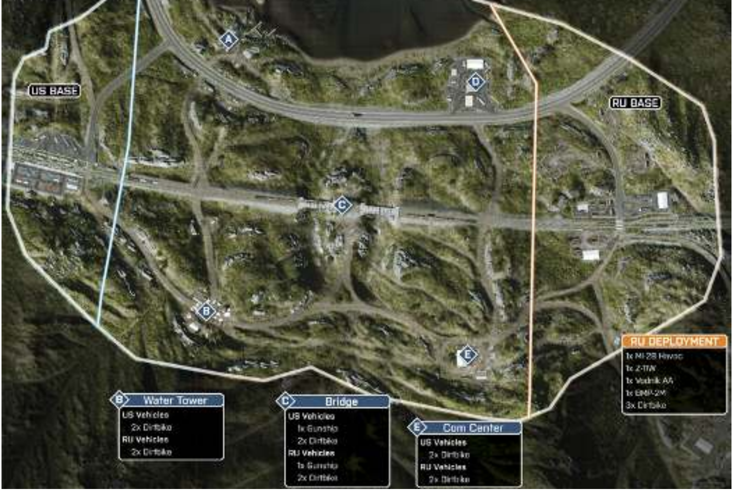
End Game Battlefields

Kiasar Railroad

EVKO
NO PARKING

Conquest





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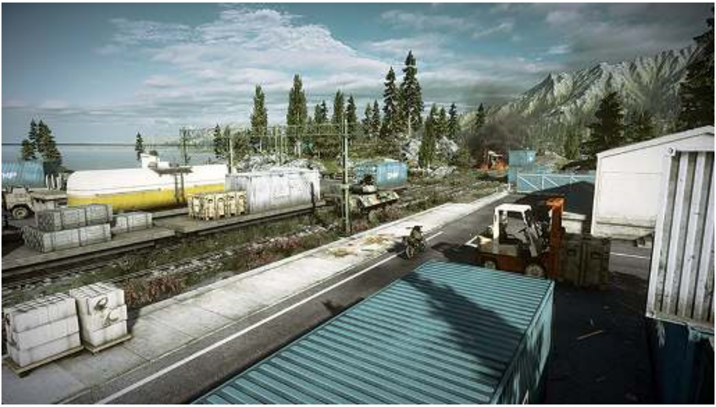
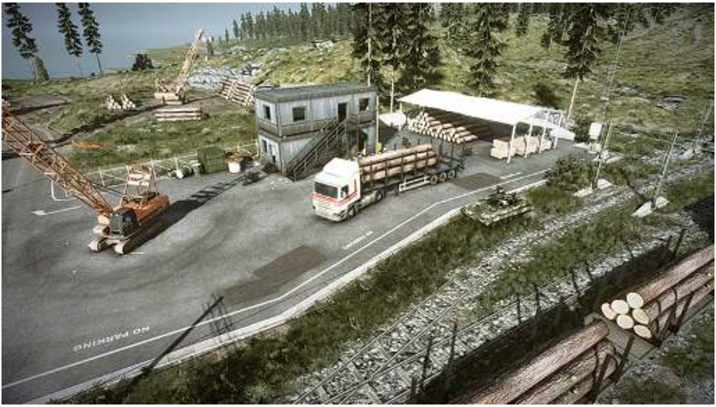
The stage for the battle at Kiasar Railroad is a majestic alpine setting. This land is also home to a large logging operation that makes use of this railway to maintain its supply line, with shipments of timber and other supplies coming to and fro several times a day. Aside from being the lifeblood for the timber industry in these mountains, the rail lines also serve a major strategic purpose for the two forces engaged in combat here. This battle is for the five control points. Deploying from the Train Station on the map’s western edge, the US team is poised to capture and control the Canoe Center (A) and the Water Tower (B) as they make their way east. Launching their assault from the Lumber Yard to the east, the RU team will capture both the Gas Station (D) and the Com Center (E) as they advance west. This will leave the Bridge (C), which is central on the map, as a highly contested point. None of the points except the Bridge (C) affords the capturing team with more than two dirtbikes, further cementing the strategic value of the Bridge (C) and the Dropship it provides. Given the positions of the control points on the map, though, teams should expect the focus of the battle to migrate frequently. Given the distance between points and the uneven terrain, teams are prone to focus their attention on either the southern control points in the mountains or the lakeside northern control points. The advantage to following this attack order is that one control point can be used to push back the opposing team’s reinforcements as they deploy from their base.

US Base



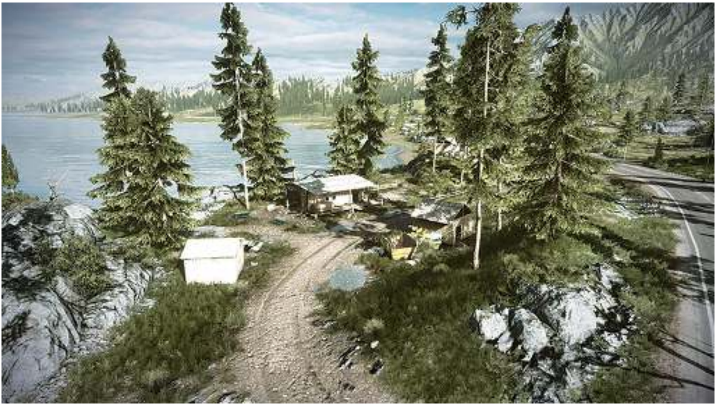
Deploying from the west at the Train Station, the US team can quickly make their way east and claim control of the Canoe Center (A) and the Water Tower (B). While this may seem the most convenient way to dominate the field, nevertheless the team should focus on securing the Bridge (C) before the RU team can do so. After taking control of the Bridge (C), the Dropship should be used to push back the RU team and maintain control of this point while the team moves to secure the Water Tower (B). An alternative to moving to capture the Water Tower is for the team to gain control of the Gas Station (D) to the northeast. If this point is held, the US team can control the deployment of the RU team's vehicles from their base. Both of the team's helicopters should focus on clearing hostiles from the control points and spotting enemies for infantry units to move in. Because the varied terrain is full of potential hiding spots, the helicopters are a valuable tool for threat assessment as well as effective weapons platforms to clear a path.

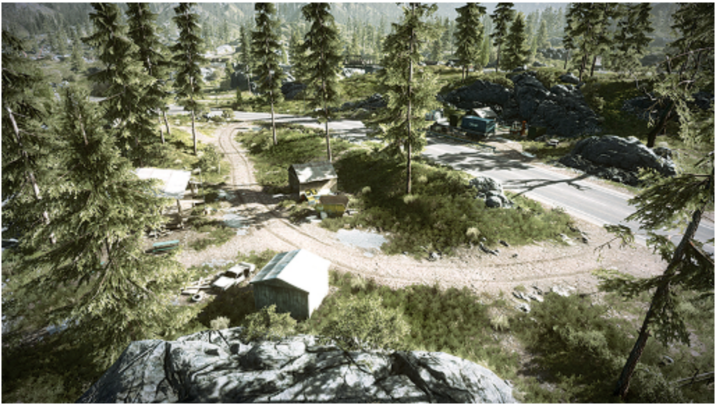
RU Base



The RU team deploys from the Lumber Yard on the east side of the map. From this position, the RU team can quickly capture the Gas Station (D) or the Com Center (E). The Bridge (C) located in the center of the map should be the focus of the dirtbikes early on, so that the Dropship can be used to push back the US team as they attempt their trek to the east. Both helicopters should split up to cover the north and south ends of the map, clearing the area around control points of hostiles while the slower Vodnik AA and BMP-2M move to defend control points from being captured. While the Gas Station (D) and Com Center (E) are nearest to the RU team's deployment, pushing forward to capture either the Canoe Center (A) or the Water Tower (B) is a useful tactic to hold back the US team's vehicles as they deploy from their base. The RU team should be careful if the Com Center (E) is captured by the US team, as its position uphill from the RU deployment can be used by the US team's IFV or AA jeep to bombard the deployment area.

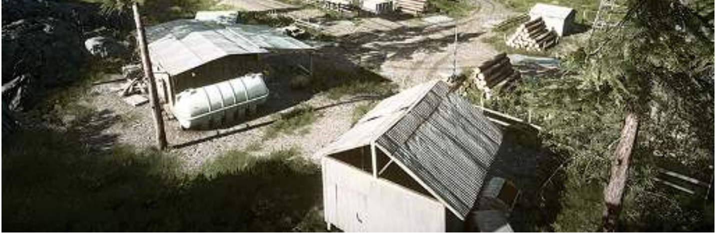
Canoe Center

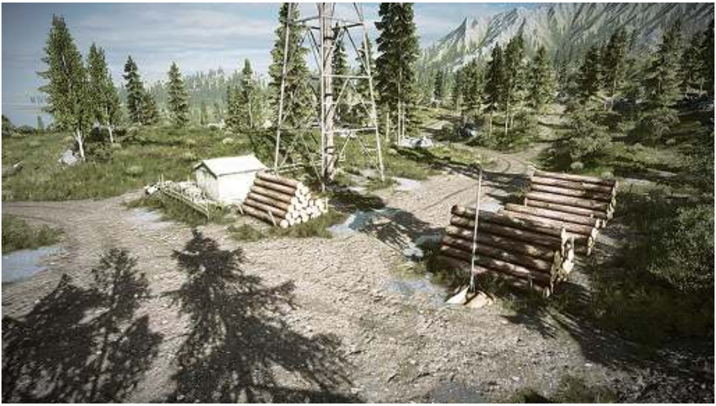




Positioned on the northwest corner of the map, the Canoe Center (A) flag is located in front of the hollowed-out lakeside building. When attempting to capture this control point, teams should move into the building since the area’s exposure leaves infantry vulnerable to attack from the opposing team’s helicopters. An approach can be made either from the road (which leads directly from the US team’s deployment) or the lake. To the east of the flag is a rocky hill that can be used to clearly view the flag area. This sniper perch also affords a view of inside the north building, which is prone to hosting campers. While the building on the south side can provide cover, the nearby red gas tank can be exploded to eliminate threats hiding within the building or near the yellow dumpster.

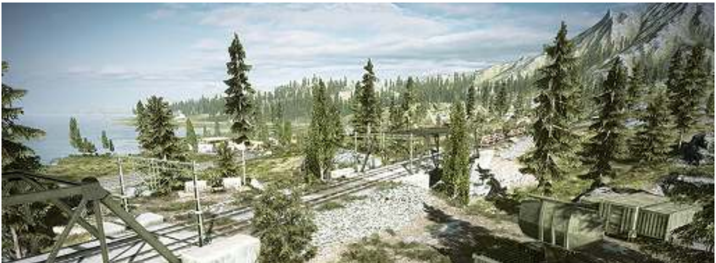
Water Tower





Located on the southwest corner of the map, the Water Tower (B) flag is exposed near a timber pile, between three buildings. When capturing this point, teams should be watchful for hostiles attempting to flank the area by approaching from the map's southern edge. As the point is being captured, it would be best to take cover on the east side of the timber pile near the flag, thereby reducing the chance of being fired upon by the opposing team's IFV, which can use the roads cutting through this region to access the control point. The advantage to this control point being exposed is that helicopters can be used to escort infantry units into the area and clear the way for their advance. Helicopters should be wary when entering the area, though, as engineers can use the buildings to hide while attempting to get a lock with their anti-aircraft weapons.

Bridge

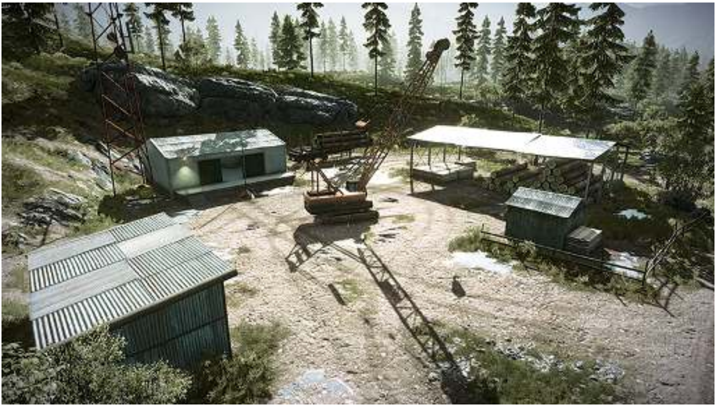


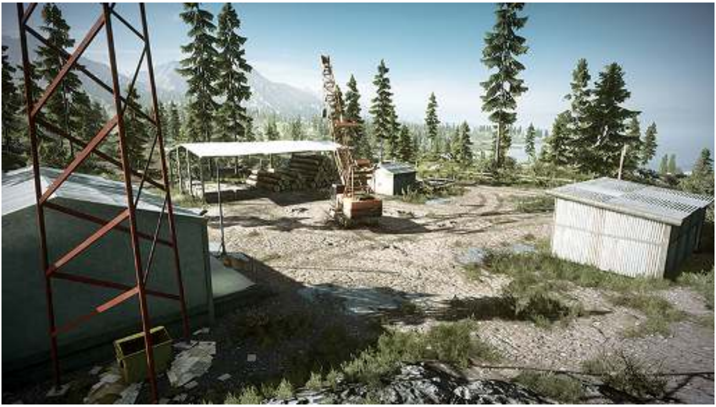
Easily the most contested point on the map, the Bridge (C) is in the center of the map, with its flag on the hill between the two bridges. Teams should not allow their IFVs or AA jeeps to stay on the bridges for any length of time, as helicopters can pick off these vehicles that have difficulty turning on a bridge. Dirtbikes, on the other hand, can rush through the bridges and approach the flag with ease. Planting mines underneath these bridges is helpful in preventing traffic from passing beneath them and flanking your team while the point is being captured. Once it is captured, teams should coordinate their movements with the Dropship, spotting enemy positions so that deployed allies can pick them off as they move through the uneven terrain. From the north side of the Bridge (C) area, IFVs can fire on the Gas Station (D) to the northeast and eliminate threats entrenched there.

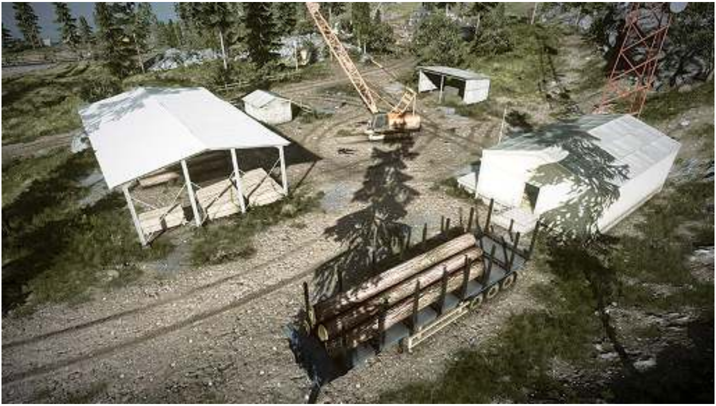
Gas Station

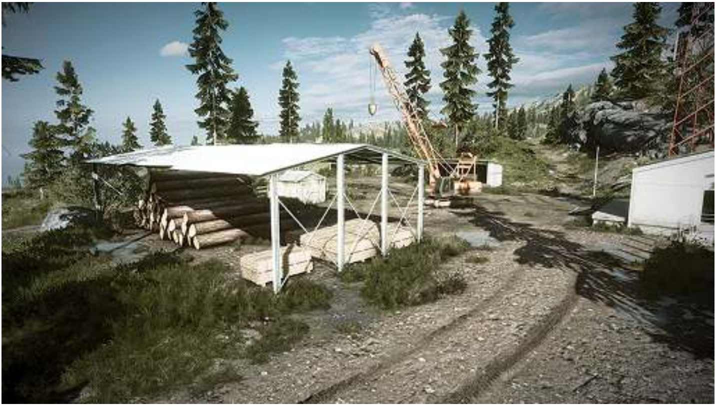
Located on the northeast side of the map, the Gas Station (D) flag is exposed near the building to the north of the gas pumps. This control point is accessible from multiple angles. The point can be captured from within the building, which is a far better option than capturing while standing near the semi-truck. Teams should be careful to watch for hostiles that try to flank by approaching from the lake to the north and passing through the rear door of the building. While capturing this point, a squad mate should take position on top of the nearby building to be a lookout for the enemy. When moving in on the control point from the west, stay off the road and use the shipping containers on the edge of the lot to scout the location before advancing. Deployment of a MAV helps when scouting this large area for enemy campers, as well as for monitoring the rear of the lot while capturing the point.

Com Center



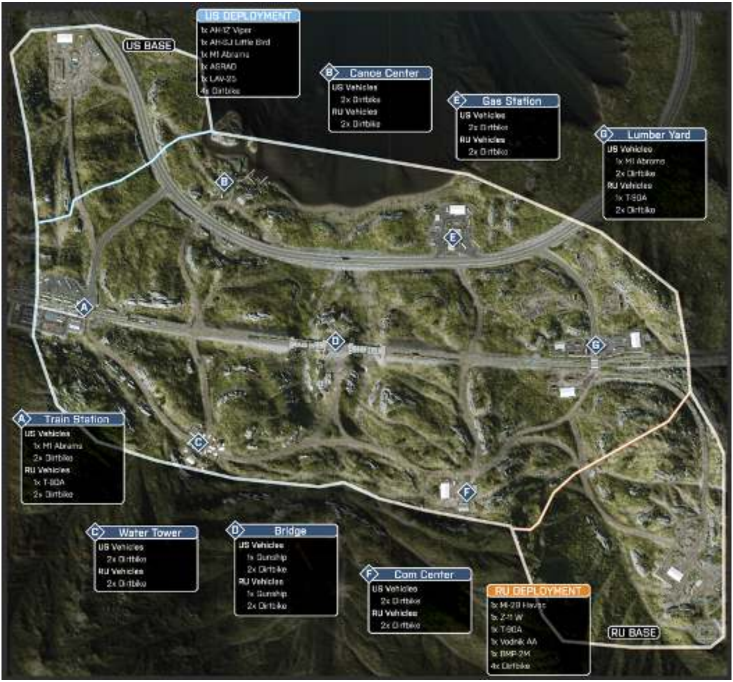






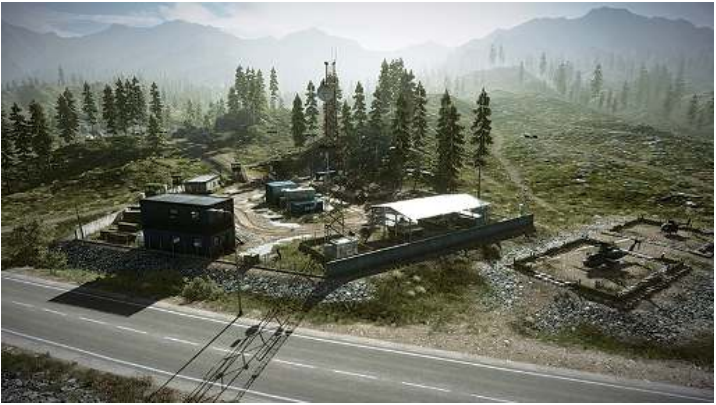
On the southeast end of the map is the Com Center (E). Its flag is exposed within the center of three structures. When capturing this control point, a squad should divide up to cover the surrounding area while one member captures the point. While capturing the point, the other squad mates should plant mines around the crane in the center of the yard. As dirtbikes rush into the area, these mines will ensure that the point is not easily captured. The shack on the east side of the yard can be used for cover when maintaining control of this point. Should the firefight get too intense, the door on the east side of the shack can provide a quick escape north into the brush. Approaching this area from the north requires an uphill climb, and since this hinders visibility of the control point, infantry units should deploy a MAV to scout the area during their approach.

Conquest 64



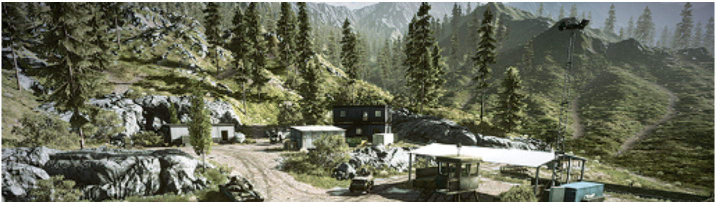
During Conquest 64, the map territory is expanded to include the Train Station (A) and Lumber Yard (G) as control points, resulting in seven control points being contested. This expansion also pushes back the deployment zones of both teams, with the US team deploying from the northwest edge of the map and the RU team deploying from the southeast. This shift in deployment positions also results in a staggered advantage for both teams, with the Train Station (A) and Canoe Center (B) being quickly captured by the US team and the Lumber Yard (G) and Com Center (F) being captured early on by the RU team. Once again, the Bridge (D) is in the center, and is flanked by the Water Tower (C) and the Gas Station (E). This distribution of control points leaves the central three points up for contention by both teams, as neither team deploys within their immediate vicinity. The result is a frantic battle in which beating your enemy requires consideration of how to best defend against attacks on the map’s uneven terrain. One advantage afforded to both teams in is the tank, but this lumbering vehicle is better suited to performing patrols through the map’s north side on the road near the lake.

US Base



Deploying from the northwest, the US team is poised to quickly capture the Canoe Center (B), which is located on the edge of the lake. After claiming this point, the team can proceed to the southwest and claim the Train Station (A) with little resistance. The team would be wise to divide its resources to accomplish this, with squads moving to the Train Station (A) while others proceed southeast to gain control of the Bridge (D). While infantry are moving toward the Bridge (D), the team's helicopters should advance to the area to hold back hostiles that are approaching the area from the southeast. The M1 Abrams should avoid the area around the Bridge (D) and continue from the Canoe Center (B) to the Gas Station (E) by way of the northern road. The tank is more than equipped to capture this point single-handedly, as well as push back resistance it encounters along the way.

RU Base



Deploying uphill from the southeast end of the map, the RU team will quickly move in and control the Com Center (F), which is immediately west of the deployment area. From this point, the team can move to control the Lumber Yard (G) to the northeast or continue west to capture the Water Tower (C). One advantage to controlling the southern control points is that the entire region is uphill from the rest of the battlefield. Taking advantage of this elevated position allows the team's Vodnik AA and T-90A to fire upon enemy helicopters and the northern control points. The team's helicopters should move toward the Bridge (D) early on and patrol this location until infantry can arrive to secure the point. Once the Bridge (D) is secured, the Dropship can be used to deploy units near the US team-controlled north and push back hostiles that are attempting to make their way uphill.

Train Station

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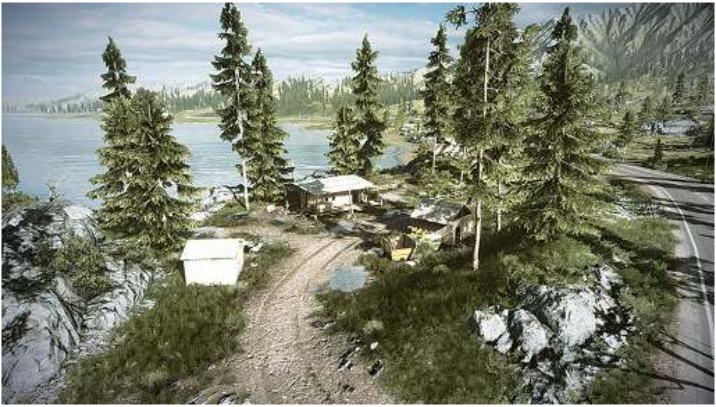
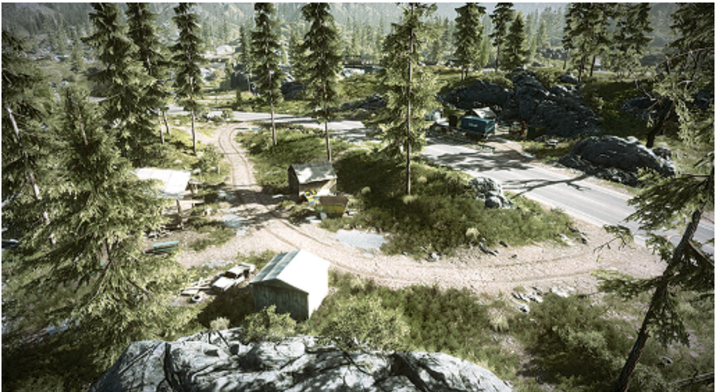
Located in the far west, the Train Station (A) is likely to be controlled through most of the battle by the US team given its proximity to the US team's deployment. Its flag is exposed on the south side of the station near a forklift. Although it is exposed to attack from the east and from the air, the flag is obscured from view by train cars and shipping containers to attackers advancing on this control point from the north,. Larger vehicles should not stay near the shipping containers here, as avoiding mines and C4 attack can be difficult when navigating the confines of the station. Instead, these vehicles should opt to escort infantry units into the station and fire on hostiles from afar, making sure that escape is possible if engineers or support class soldiers are in the area. When approaching this area, watch the hills behind the station to the south for snipers that have taken position atop the rocky ridge there.

Canoe Center





Positioned on the northwest corner of the map, the Canoe Center (B) flag is located in front of the hollowed-out lakeside building. When attempting to capture this control point, teams should move into the building since the exposure of this area leaves infantry vulnerable to attack from the opposing team’s helicopters. An approach can be made either from the road (which leads directly from the US team’s deployment) or the lake. To the east of the flag is a rocky hill that can be used to clearly view the flag area. This sniper perch also affords a view of inside the north building, which is prone to hosting campers. While the building on the south side can provide cover, the nearby red gas tank can be exploded to eliminate threats hiding within the building or the nearby yellow dumpster.

Water Tower

Located on the southwest corner of the map, the Water Tower (C) flag is exposed near a timber pile, between three buildings. When capturing this point, teams should be watchful for hostiles attempting to flank the area by approaching from the map’s southern edge. As the point is being captured, it would be best to take cover on the east side of the timber pile, near the flag, thereby reducing the chance of being fired upon by the opposing team’s IFV, which can use the roads cutting through this region to access the control point. The advantage to this control point being exposed is that helicopters can be used to escort infantry units into the area and clear the way for their advance. Helicopters should be wary when entering the area, though, as engineers can use the buildings to hide while attempting to get a lock with their anti-aircraft weapons.

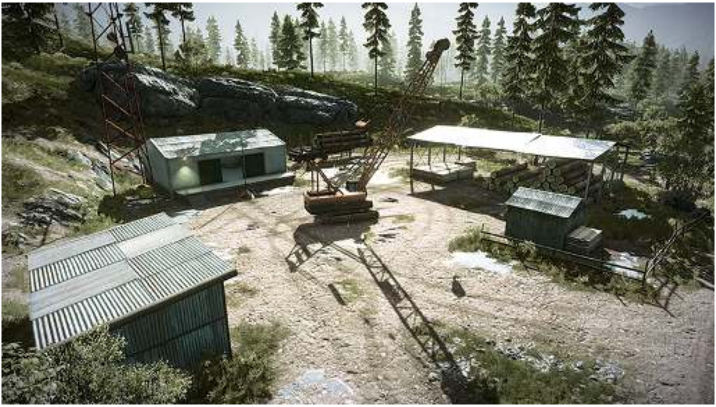
Bridge

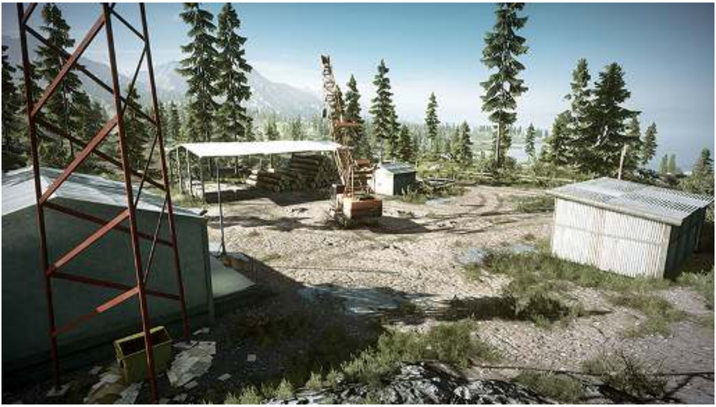
Easily the most contested point on the map, the Bridge (D) is in the center of the map, with its flag being on the hill between the two bridges. Teams should not allow their IFVs or AA jeeps to stay on the bridges for any length of time, as helicopters can pick off these vehicles that have difficulty turning on a bridge. Dirtbikes, on the other hand, can rush through the bridges and approach the flag with ease. Planting mines underneath these bridges is helpful in preventing traffic from passing beneath them and flanking your team while the point is being captured. Once it is captured, teams should coordinate their movements with the Dropship, spotting enemy positions so that deployed allies can pick them off as they move through the uneven terrain. From the north side of the Bridge (D) area, IFVs can fire on the Gas Station (E) to the northeast and eliminate threats entrenched there.

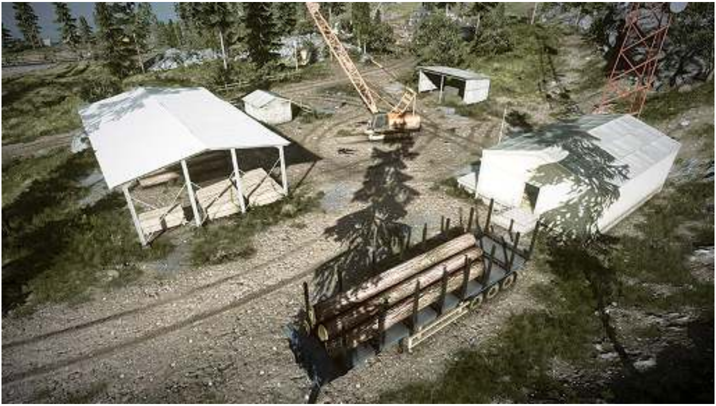
Gas Station

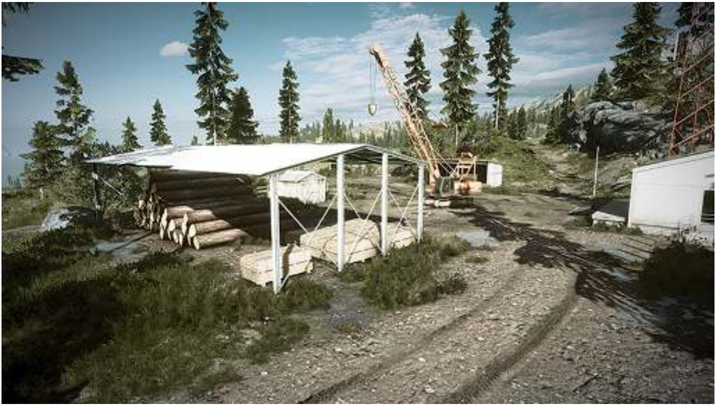
Located on the northeast side of the map, the Gas Station (E) flag is exposed near the building to the north of the gas pumps. This control point is accessible from multiple angles. The point can be captured from within the building, which is a far better option than capturing while standing near the semi-truck. Teams should be careful to watch for hostiles that try to flank by approaching from the lake to the north and passing through the rear door of the building. While capturing this point, a squad mate should take position on top of the nearby building to be a lookout for the enemy. When moving in on the control point from the west, stay off the road and use the shipping containers on the edge of the lot to scout the location before advancing. Deployment of a MAV helps when scouting this large area for enemy campers, as well as for monitoring the rear of the lot while capturing the point.

Com Center



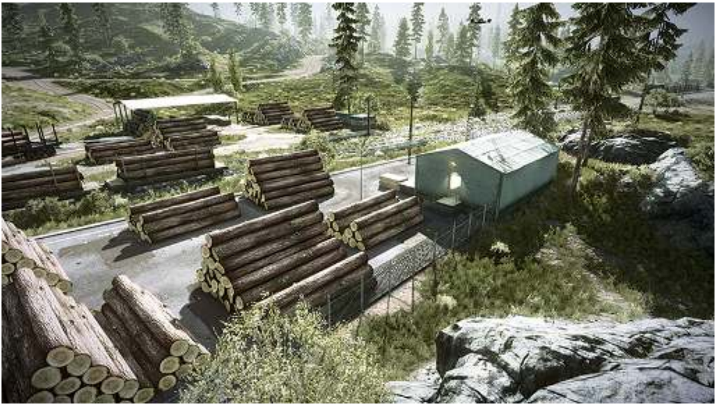






On the southeast end of the map is the Com Center (F). Its flag is exposed within the center of three structures. When capturing this control point, a squad should divide up to cover the surrounding area while one member captures the point. While capturing the point, the other squad mates should plant mines around the crane in the center of the yard. As dirtbikes rush into the area, these mines will ensure that the point is not easily captured. The shack on the east side of the yard can be used for cover when maintaining control of this point. Should the firefight get too intense, the door on the east side of the shack can provide a quick escape north into the brush. Approaching this area from the north requires an uphill climb, and since this hinders visibility of the control point, infantry units should deploy a MAV to scout the area during their approach.

Lumber Yard

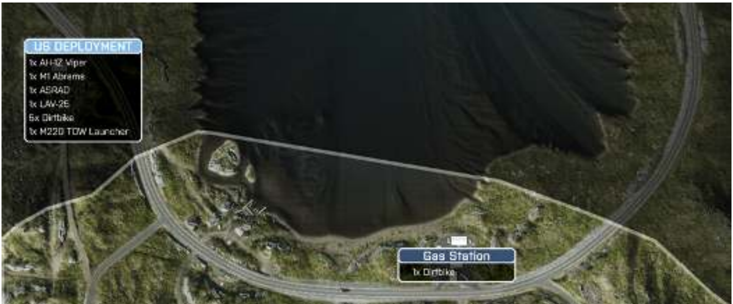


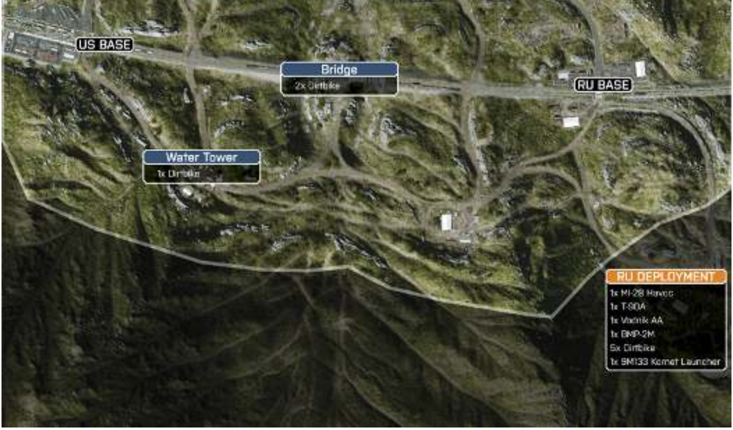
Because it is the farthest east control point on the map, the Lumber Yard (G) will most likely be controlled by the RU team throughout most of the battle. The flag is located on the Lumber Yard’s west side and is surrounded by piles of timber. It may seen exposed but is actually one of the map’s most fortified control points. For a team trying to capture this point, these piles of timber can also provide hostile squads with an opportunity to flank the unobservant. While a squad is capturing this point, it would be wise to position a sniper in the second-floor window of the office to the east. This sniper can spot and pick off hostiles that are approaching the flag area. When entering this area, it is a good idea to make sure this office building is clear before approaching the flag. For the team looking to maintain this point with minimal effort, placing claymores near the timber piles is an efficient method to retain control.

Caution

While the timber piles provide good cover from enemy infantry, these ramparts are easily breached by the high-powered weaponry of tanks, IFVs, and AA jeeps.

Capture the Flag





During Capture the Flag, the Kiasar Railroad map boundaries are wide enough to include the north shore and southern hillside. The US team's flag is located at the Train Station on the map's western edge. The flag is on the west side of a stack of shipping containers standing along the railway. The RU team's flag is on the east side of the map, at the Lumber Yard, west of the timber piles. Both bases are situated on the rail line that cuts through the region. Because the flags are situated along the rail, both teams will make use of dirtbikes to rush their enemy's base by following the rails. Although this method is perfect when in combat against a novice team, more experienced teams will booby-trap the railway to eliminate vehicles that attempt this. Both teams are allotted an assortment of vehicles at their base to utilize in battle. In addition to these, there are two extra dirtbikes at the Bridge, as well as a single dirtbike at both the Gas Station to the northeast and the Water Tower to the southwest. While the dirtbikes at the Bridge are convenient when passing though, the dirtbikes located at the Gas Station and the Water Tower can be more of a distraction than an asset while moving to capture the opposing team's flag.

US Base

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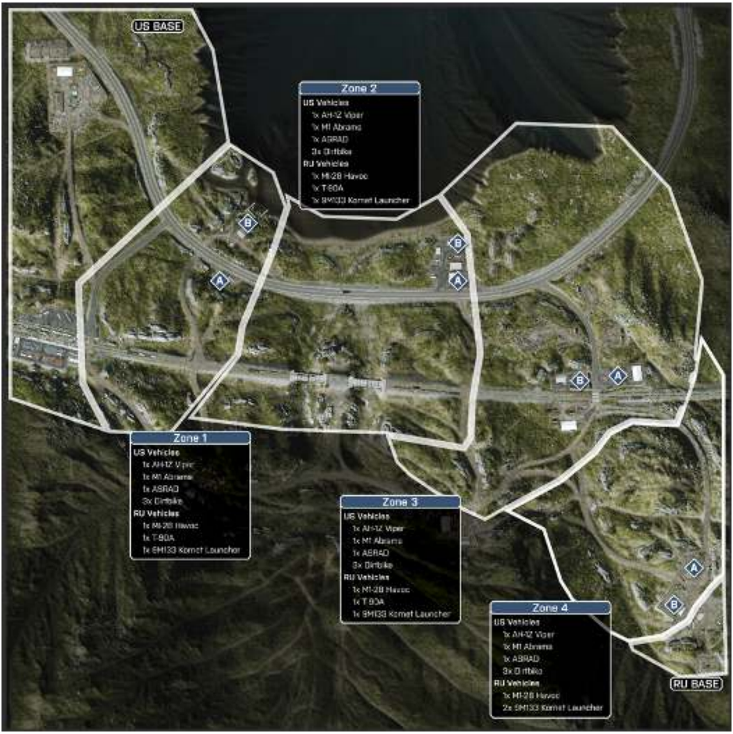
Located at the Train Station on the maps west side, the US Base is vulnerable to being flanked from both the north and the south. An efficient tactic to monitor the base and the surrounding area is for the team's helicopter to maintain a presence above the Train Station. This means infantry units can be alerted early to fast moving dirtbikes that are closing in to capture the flag. Another vehicle that should stay within the vicinity of the base is the ASRAD, which can defend the base from both land vehicles and the enemy helicopter. While these two vehicles maintain a presence here, the M1 Abrams and LAV-25 can advance southeast to bombard the RU base from afar and the US team's dirtbikes enter the Lumber Yard to take possession of the flag. When returning, vehicles should avoid staying on the rails, as they are sure to be littered with mines.

RU Base

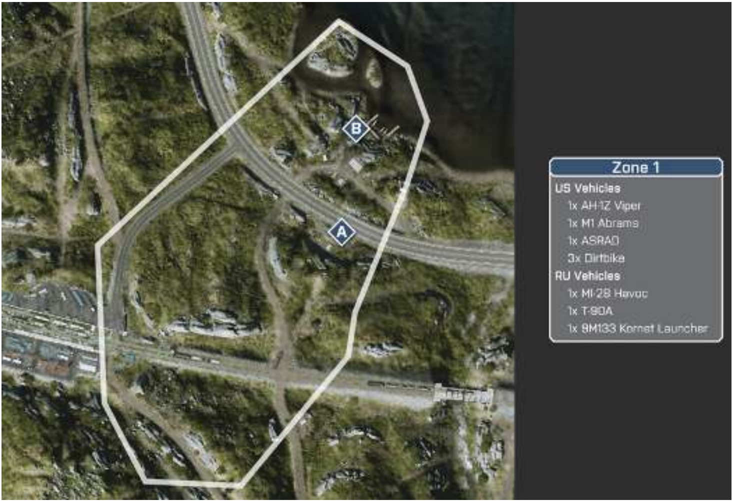
Located at the Lumber Yard on the east side of the map, the flag of the RU Base is among timber piles on the yard’s west side. To provide a vantage point over the flag, a recon soldier should take position inside of the office on the east side of the yard. From the second-floor windows, a sniper can observe the flag and the surrounding area. A helicopter should circle the Lumber Yard and maintain a presence over this area to spot enemies as they approach. While this task can be performed by the sniper in the office building, the helicopter has the firepower sufficient to eliminate the threat presented by larger vehicles. Placing mines along the tracks near the west entrance to the Lumber Yard can prevent fast-moving dirtbikes from taking the flag by surprise. Placing the Vodnik AA at the yard's north entrance can help push back hostiles coming from the northern road, as well as pose a significant threat to the enemy helicopter if it comes within the Lumber Yard's airspace. When advancing on the US team's base, the attack should be directed from the south, as the hills provide an elevated position to fire on the base with the T-90A and BMP-2M.

Rush

The Rush battle of Kiasar Railroad follows the northern road, moving south along the lake into the Lumber Yard before concluding at the hillside base in the southeast. The placement of M-COM Stations in each stage of this battle forces teams to engage in open conflict as the landscape offers opportunities to flank and overwhelm the opposition. While attackers are afforded the benefit of the ASRAD and dirtbikes throughout the battle, the defenders' MI-28 Havoc, in the hands of an experienced pilot, will provide a firm resistance to attacks. An essential tactic is to use the elevated positions of the terrain to gain the advantage through each stage in the battle. For attackers, the greatest threat on this map comes from a defending team that is well versed in the use of MAVs to reveal the positions of attackers and coordinate the placement of booby traps to disable their vehicles.



Zone 1: Canoe Center



Zone 1

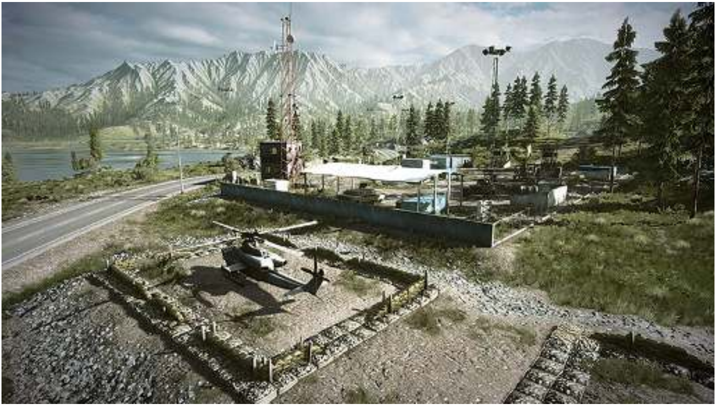
US Vehicles

- 1x AH-1Z Viper
- 1x M1 Abrams
- 1x ASRAD
- 3x Dirtbike

RU Vehicles

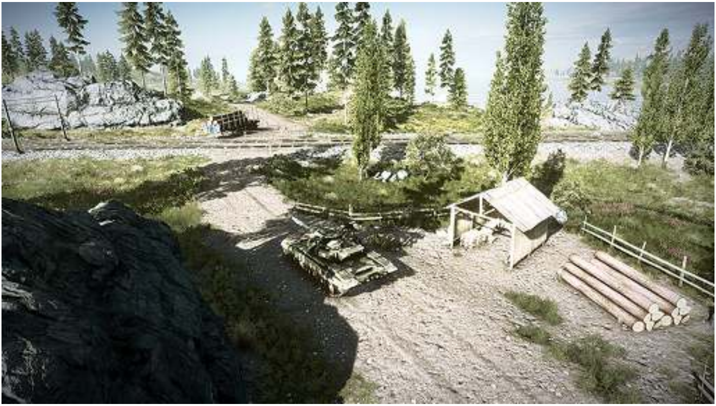
- 1x Mi-28 Havoc
- 1x T-90A
- 1x 9M133 Kornet Launcher

US Deployment



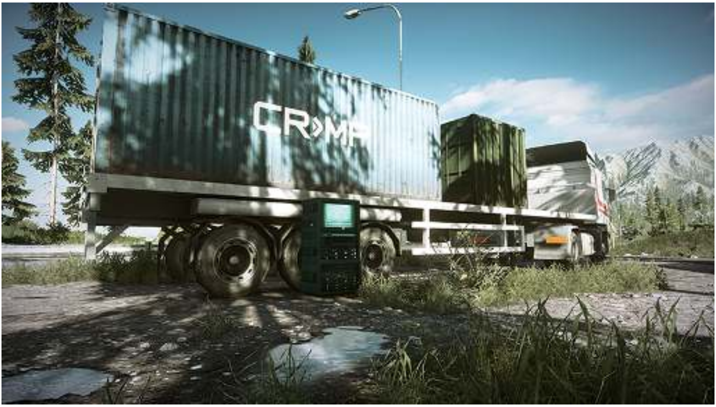
Deploying from their base to the northwest, the US team has the advantage of using the road to advance the M1 Abrams and ASRAD to the objectives quickly. This is overshadowed, however, by the 9M133 Kornet Launcher at the Canoe Center, which the defenders will use to push back the armored assault. While these vehicles approach the objective site, the AH-1Z Viper should be in the air above the Canoe Center to clear the area of defenders while infantry units descend upon the area. Attackers on dirtbikes would be wise to follow the lakeshore as they make their approach on the objective, avoiding the defenders that are descending on the area from the southeast. This approach from the north allows dirtbikes to drop off their passengers to plant a charge on the objectives and continue their path east, drawing enemy fire away from the objective area.

RU Deployment



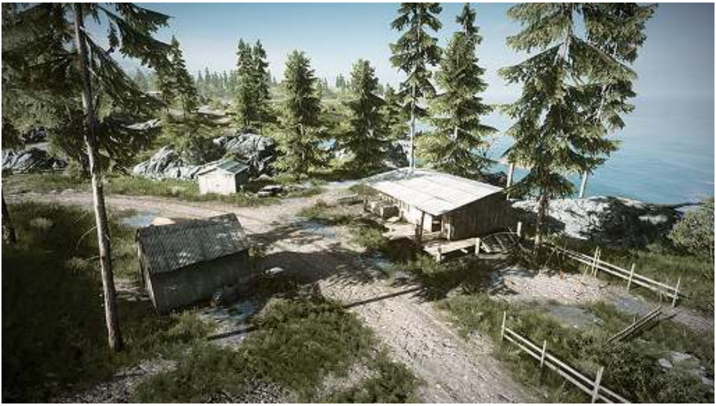
Deploying from the hills southeast of the Canoe Center, the defending team can quickly fortify the hill south of the road with a squad while other team members move north to entrench themselves at the Canoe Center. Because the T-90A deploys south of the objective, it can be placed on the hill overlooking the objective and fire upon attackers' vehicles as they move into the area from the northwest. Once in the air, the MI-28 Havoc should focus on patrolling the road leading northwest from the Canoe Center. As attackers approach from this direction, the MI-28 Havoc is more than capable of pushing back armored resistance moving from the US team's deployment area. Through coordinated efforts of the MI-28 Havoc and the T-90A to keep the attackers' vehicles at bay, defenders can force the attackers into a stalemate early on.

M-COM Station A



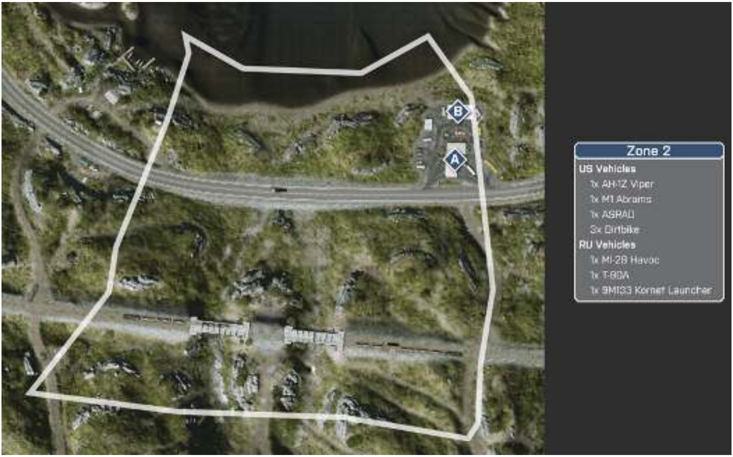
Positioned south of the Canoe Center, M-COM Station A is exposed on the south side of the parked semi-trailer here. For attackers, the difficulty in approaching the objective comes from the tendency for defenders to camp within the wooden shack nearby. Defenders making use of this tactic to defend the objective should be ready to retreat if the attackers' helicopter discovers them, as the wooden shack does not provide much cover against explosive weapons. Not only should attackers be wary of the shack when approaching the objective, but also the hill to the south, which serves as a sniper perch. Sight lines on this objective are limited, though, so defending this objective will require vigilance by helicopter and infantry set atop the nearby rocky ledge. Defenders and attackers would both benefit by deploying a MAV to survey this area before infantry approach the objective.

M-COM Station B



Located within the northern building at the Canoe Center at the lakeshore, M-COM Station B is a difficult prospect for attackers attempting to enter the area by the road to the south. Attackers on dirtbikes should make their move on this site by following the lakeshore southeast from their deployment. While the other attackers advance on the site by way of the road, stealthy attackers can approach the objective unseen while defenders are spread thin protecting M-COM Station A to the south from their armored vehicles. Defenders looking to protect the objective should place claymores inside of the building that houses it, and lie in wait near the shack west of the objective for attackers to cross their path. While it is possible to survey the area by helicopter, the nearby trees conceal the movements of infantry as they move around the objective and the buildings here.

Zone 2: Gas Station



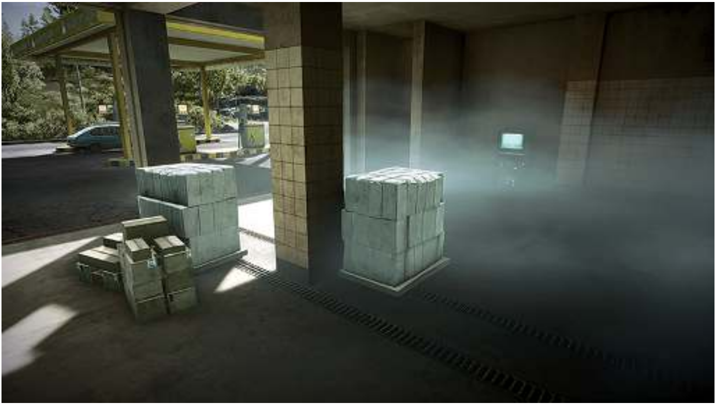
US Deployment

Deploying from the Canoe Center, the US team will have to proceed east to reach the objectives. As in Zone 1, this stage of the battle sees attackers using the road to advance to the Gas Station. While this is the most direct way to approach the area, it is possible for the M1 Abrams and ASRAD to traverse the lakeshore to the north of the road. By traveling along the lakeshore, it is possible to flank the objective area by moving through the Gas Station’s north side. Dividing up the heavy vehicles is a good tactic to take the defenders by surprise, with the M1 Abrams moving to the objective by way of the road and the ASRAD cutting through the rear of the Gas Station and using its cannons’ secondary fire to bombard the objective area during approach. Throughout the course of the battle, the AH-1Z Viper should take to the skies and patrol the area surrounding the Gas Station for defenders moving in from the east of the station and attempting to cut off attacking troops moving between the two objectives found there..

RU Deployment

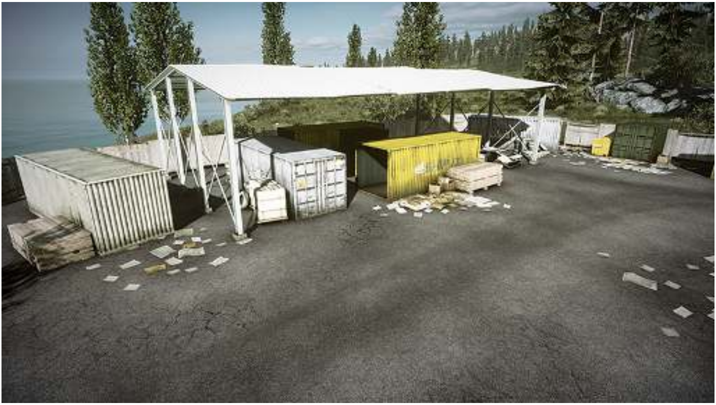
Deploying from the east near the lakeshore, the RU team is able to quickly fortify the Gas Station objectives early on. Defenders should place snipers on the roof of the Gas Station to pick off attackers as they approach from the west. Setting a T-UGS motion sensor on the north side of the Gas Station lot is useful to monitor the activity around the station. . While this motion sensor can alert of attackers as they pass through, a MAV is an even better choice for detecting hostile troop movements because you can relocate the device easily. Once the MI-28 Havoc is in the air, the vehicle should proceed to the west of the Gas Station to cut off the attackers’ tank and AA jeep as they approach and prevent these heavy-hitting vehicles from establishing a foothold at the Gas Station. With the MI-28 Havoc doing the heavy lifting outside of the Gas Station’s vicinity, the T-90A can remain at the Gas Station to eliminate dirtbike and infantry units that enter the area.

M-COM Station A



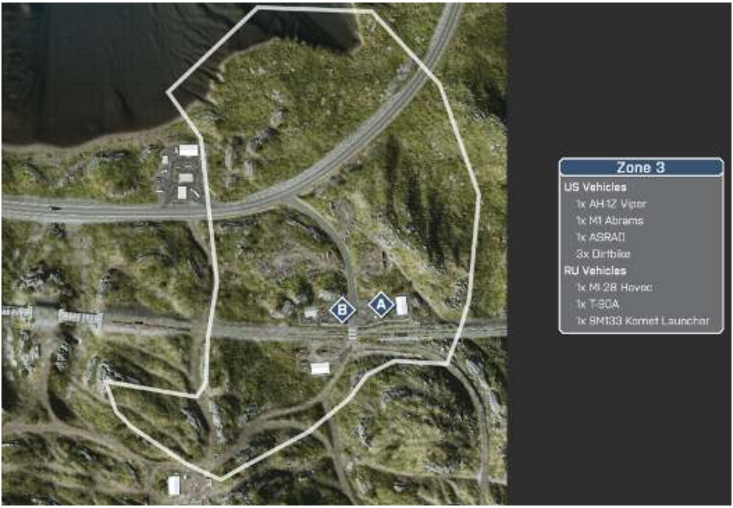
M-COM Station A is inside the garage building at the Gas Station. Attackers should approach by flanking the building to reduce their number of casualties. Dirtbikes should approach the building from the north and the south, and drop off their passengers as they continue past to draw fire away from teammates that are planting the charge. Defenders looking to maintain a presence near this objective should place claymores within the building and take positions on the rooftop. There are very few sight lines to directly monitor the objective and they usually require camping beside the nearby semi-trailer or going prone near the end of the Gas Station lot to the east. Attackers should deploy a MAV as they advance from the west to observe the building's rooftop, as well as get an overview of the Gas Station's east side.

M-COM Station B

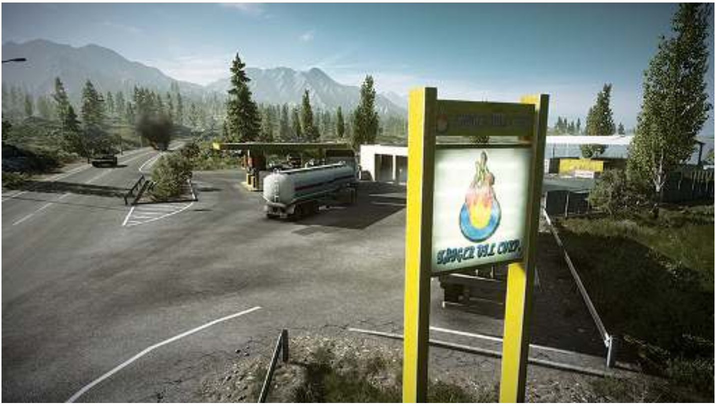


Located beneath a storage area between two yellow shipping containers on the north side of the Gas Station, M-COM Station B does not offer sight lines to observe the activity around it. While MAVs work great for monitoring the activity that occurs on the Gas Station property, MAVs have difficulty seeing soldiers that are concealed under the roof of the storage area. This means defenders must make use of T-UGS motion sensors—usually placed within the shipping containers themselves—to monitor the activity of the objective area. Given the confines of the area, attackers and defenders alike will not be able to approach the M-COM Station with a vehicle. Instead, defenders and attackers alike will be passing tanks through the north side of the Gas Station lot in an attempt to control this objective. Tank commanders that want to establish a presence here should remain on the grassy area to the north and the east after destroying the fence line to offer at least some visibility. By remaining off the pavement, tanks can avoid the mines that are littered around the Gas Station.

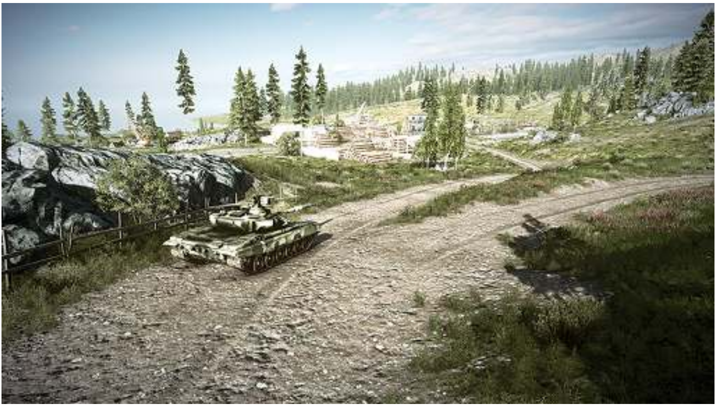
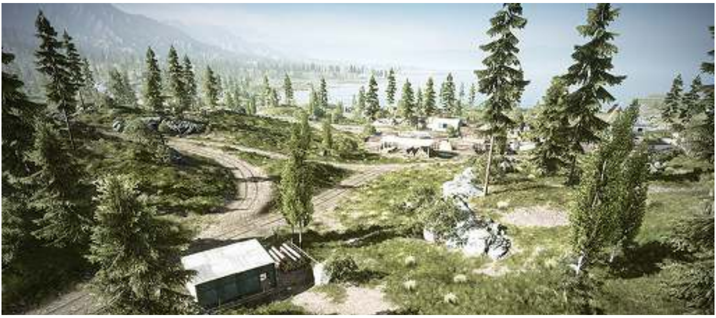
Zone 3: Lumber Yard



US Deployment



Deploying from the Gas Station, the US team will have to work their way uphill and to the south to approach the objectives. While the team can approach the Lumber Yard relatively unnoticed, securing the objectives will require a coordinated effort by both the armored vehicles and infantry units. When attacking the objectives, infantry should focus on flanking from the west and the east sides of the yard, while the heavily armed M1 Abrams and ASRAD take up positions in the center of the area to focus their firepower on the defenders that are deploying from the south. While this chaos ensues, the AH-1Z Viper can proceed south and approach the Lumber Yard from behind the defenders' deployment to eliminate threats en route to the yard. The team should focus its attention on one objective at a time to keep from being spread too thin between the objectives.

RU Deployment